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Son of Chuck

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CHAMPION EDITION**

mega drive preview!

enter the dark new world
of **CYBERPUNK**

how to design
your own game



J U L Y

WELCO
METOT
HENEX
TLEVEL



Believe it or not,

*An interview with
Scott Bayless, CD developer at Sega.*

the brains behind Mega CD™

What are the technical advantages of Mega CD™?

Basically, it offers massive storage, which means we can now use real video action. A 16-bit cartridge could only hold a few seconds of motion video. But the CD holds over 500 megabytes, so you can now play for hours, interacting with real video.

don't wear pocket-

So the games will be more realistic?

Yeah, way more realistic. We have a second processor and a special graphics chip, so our zooming, scaling, and rotation is incredible. And we use a lot of real-life video you can actually interact with. Characters will speak to you and harass you.

protectors or glasses

What do you mean "interact"?

For example, there's a game called "Sherlock Holmes",™ that uses all real-life footage with real actors, and you control the action. You have to solve real true-to-life murder mysteries by visiting key suspects and informants. It's like controlling the plot and the action of a real movie, from start to finish. It's pretty wild.

held together with tape.

Do you have a personal favourite CD game?

Yeah. I like the INXS music video game, where you can re-edit their videos with different special effects and graphics. The sound on all the CD's is pretty amazing; it's just as good as an audio component. Plus we're using a lot of original music. When you hook it up to your sound system, it's like playing in a whole new realm. It's really amazing. You forget where you are.

(Those guys work for our competitors.)



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MEGAZONE

LOCKED BAG 7

ROSEBERY NSW 2018

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MEGAZONE HAS BEEN BROUGHT TO YOU BY...



mega ed
Stuart Clarke



art director
Tara-Jane Axford

ed's helper
Adam Waring

graphic designer
Catherine Au Yeung

OK MEGAHEADS, LET'S GET DOWN TO SOME SERIOUS BUSINESS,

As you are probably aware (if you've been watching the news in the last couple of months), Sega Australia and the moral watchdogs have taken a dislike to the new Mega CD game *Night Trap*. The one and a half hour interactive video game was a masterpiece of new gaming technology but also contained scenes that some people found overly violent and degrading, especially towards women. Amazingly, though, when all the fuss started, no copies of the game were in the country. A copy of the CD was rushed over from America and then the furore really began. It contained scenes of a girl getting her neck drilled by vampires and a (male)victim being hung upside down to bleed. And then there were the scantily clad bimbos running round fairly pointlessly, being victims. In all, it doesn't sound too crash hot. The Sega bosses in Australia took no time deciding that they wouldn't release it out here.

But if you ever get to take a look at it, you might ask yourself what all the fuss is about. The game is deliberately produced like a B grade '50s horror movie - bad acting, cheap special effects and silly plot. The horror element is deliberately satirised (for example the vampire family keep "blood popsicles" in the freezer) and the violent scenes would probably only earn a PG or M rating in the cinema. Sure, women aren't portrayed in the most positive of lights, but it is nothing worse than the bimbo portrayal in such mainstream TV shows as *Baywatch*, *Inside Edition* and the rest, not to mention most American youth movies (and, by the way, I'm not condoning this portrayal). The violence in the game is not exclusively directed towards women, and if you're playing the game properly, you won't even see it. This is unlike vampire movies such as *Dracula* (which anyone can go and see) which has graphic sex and violence that the passive audience can't avoid. While I'm not saying that *Night Trap's* content is particularly commendable, if it's found to be unacceptable then so are half the movies on TV and the cinema.

Sega reacted predictably to the outcry, by refusing to import the game. But the sudden concern over levels of violence in video games seem a bit much, when movies and TV show far more graphic scenes of violence to a wider audience. Children watch late night TV, go the cinema and hire videos far more easily than spending \$100 to buy a video game. In banning *Night Trap*, Sega Australia and our "moral guardians" are not granting game players with any intelligence, and in future should sit down and test the game properly before blowing off their wigs in outrage.

As for *Night Trap*, you'll probably never get to see it, which is a bit of a shame as it really is a standout piece of CD gaming. The violence-in-video-games issue is not going to go away, however, and we will see the classification of games very shortly. At least then people will be sitting down and viewing games carefully rather than blindly calling for a ban.

Stuart Clarke - Mega Ed

gro
D

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contributors:

Nick Smith, Brian Costelloe, Mario Moeller, Andrew Humphreys, Tim Gadler, Julian Schoffel, Jad McAdam, Brendan Basto, Ben Mansill, Wayne Lawson, Stuart Slater, Fil Barlow, Gabriel Wilder, Brendan Crane, Paul Kidd, Madame Mimi (appears courtesy of Adam Griffiths Productions, Inc. When in Sydney, Mimi stays at the Astral Travelodge, Bronte).



designer
Hatherly



office headbanger
Menekshe

production co-ord
Leigh Butler



resident artist
Brendan Crane

ass-kicking tea lady
Shelley Kissing

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CONSOLES RULE

Dear Megazone,
I love this magazine. I think that all other mag companies would be spitting chips after reading ten minutes of this excellent mag. Like, I would love to subscribe to this, but I just don't have the money. But I still get it whenever I can. I read this mag inside out, upside down, this way and that way whenever I get the chance.

In the April/May edition I loved the way you did that story on Mega CD and the one on Roller-Blading wasn't too bad. I think that the story on Dieter Brummer was a complete waste of time, because he's rich, he can afford a Mega Drive. Why, he could afford a bloody Mega CD. I loved the reviews, especially F15 Strike Eagle III, Stunt Island and Taskforce 1942. The cheats were helpful and I would like to thank the person who put in the one for Sonic 2 on Master System. Now I can finally finish it.

1. Does anyone know the cheat for Wonderboy on Sega for level select?
2. Is Pitfighter on Sega Master System? If so, where can you get it?
3. I like the top 10's, but could you also have the top 10 worst games?
4. Is Super Off-Road on Sega Master

System? If yes, could you do a review on it?

P.S. Good on ya for stopping Nintendo game reviews.

P.P.S. Christian Forrester for all I care, you can shove your Amiga up your arse. Consoles rule.

Yours sincerely

Anonymous Writer!

Well Anonymous, 1. Yes, a lot of people. Read the instruction booklet or ring the hotline. 2. Yes, but it's complete crud. 3. Hmmm, good idea. Maybe. 4. No, not yet. - Ed

FASCISTS & TROPICAL FISH CRAPPINGS

Dear Ed,

At a time when Paul Keating is Prime Minister, it's good to see an Aussie mag like yours creating jobs, affording television advertising and generally kicking overseas butt...suck, suck, suck. Firstly, in regard to your Darkseed review, we would like to voice our concerns. The graphics and sound are OK, but unlike LucasArts games, it doesn't wait for you to complete the puzzles but just goes on to the next day; the three way cursor limits your actions and it's not scary at all. So here's our cheat solution to it: use it to wipe your arse, then dunk it in Bondi Beach and fire it from a nuclear bomb launcher.

Next, we're a little concerned about the direction in which Megazone is heading. While you've got bigger, you've also cut down on the computer reviews. You've filled in the difference with too much Sega (causing a cosmic imbalance of console and computer) and some stupid regulars ... like the Comic Fix. Get a grip on yourself, you're an electronic gaming mag and your readers aren't 4 years old! Scrap your new regulars coz they suck and fill the excess space with more previews and features (neither of which have increased with the rest of the mag). Then even things out with Sega, Amiga and, most importantly, the PC. Otherwise you'll end up being a Sega Magazine that spends 23 pages every issue talking about tropical fish crappings.

And now some measly questions:

1. Why do people ask such pissy questions like "where and when can I get this game". When it's been out in every corner store for the last 6 months?
2. Why do Megazone reviewers have to be over 16? We mean if there are a couple of 14 year olds with decent review styles (nudge, nudge, wink, wink) why not take them on?
3. We are stuck in Act 2 in Laura Bow 2, Dagger of Amon Ra. What do we do when all the suspects have gone? We can only go in the gift shop, the Rotunda or outside. Wolf Heimlich sends us back if we try to go further into the museum. Have we missed something in Act 1? Help.

Well, that's it.

P.S. If you don't print this letter, we'll get Dr. Hewson to headbutt you with his schnoz.

From the Liberal Supporters
Bondi Junction NSW

You're a bunch of 14-year-old proto-fascists, aren't you? Oh, well I believe in freedom of speech and all that. Oh, and I also believe in freedom to ignore silly letters and freedom not to answer smelly questions. Actually your friends from Vaocluse told me to dis you, suckers! - Ed

DEATH METAL FAN

Dear Megazone,
Hey dudes! I have to say that your mag is definitely a necessity for us Mega Drive owners. When I'm off down the road to purchase a new game, I now check with your reviews first. And the reason other foreign gaming mags don't even deserve to be shat on and puked on by the family cat (let alone paid for and read!) whereas Megazone (in all its glossy glory) demands to be idolised, is that #1 the games featured are already available, #2 the cheats work and #3, it's good enough to read more than once.

But enough sucking up, I have a few questions:

1. How much do the Mega CD games cost on average?
2. How different will the Mega Drive version of Mortal Kombat be compared to the Mega CD version?
3. How about including a couple of thrash and death metal bands in Baseline? (A few of us Sega heads are also Metalheads!)
4. Mortal Kombat is the best, don't ya reckon? (Johnny Cage fans unite and death to Sub-Zero!!!!)
5. How about a competition page?

That's about it. I promise to subscribe when I've got some more money.

Yours in 16-bit violence

Jez the Butcher

P.S. Christbait rules!!!!

So Jezza, you're into Christbait, are you? Well shoot me with a nail gun, but I've never heard of them - they must be a death metal band or something. As for your questions, 1. \$80-\$100. 2. I'm not sure yet, but the MD probably won't use much digitised video. 3. OK, we'll try. 4. It's pretty gnarly. 5. We have comps right the way through the mag...look for them! - Ed



You got somethin' to say?? then write

A LETTER FROM MAGGIE T.

Dear two-faced slimy piece of Rhino dung at Mega Mouth (only kidding),

I am writing this document from my home in London. As you probably know by my name, I am the ex-British Prime Minister.

I have a Mega Drive and am in two minds at the moment. The problem is I don't know whether I should buy a Mega CD or wait until the release of Sega's 32-bit machine. As you know, my pay cheque is much smaller now than when I was the First Lady (Oh, those were the days), so I can only afford to buy one.

So listen up chaps and answer the lady's questions:

1. What price do you believe the 32-bit Sega will be when it is released?
 2. Will the Mega CD ever be sold with no games included, just the machine, because I don't want to pay for games I don't like.
 3. I am a bit of an artist, so will you ever include an art section in your brilliant "Aussie" mag?
 4. When, oh when, will Street Fighter II Champ Edition be released on Mega Drive? I just love those sexy tight shorts E Honda wears!
 5. When is Mortal Kombat going to be released on the Mega Drive?
- Thanks a lot and keep on making that fabulous mag of yours.
- P.S. Oh, by the way, you lovely little thing behind Mega Mouth, I'm coming to Australia for a holiday soon and I was thinking we could maybe get together or something. Yours gracefully, sincerely, joyfully and willingly, Margaret (I still wish I was PM) Thatcher.
- P.P.S. Why not write a little comment under your percentages when you review a game, it helps a lot. (Kerry Steel and Jamie T. Hedgehog are two big dorks who give console users a bad name).

Well, Mrs T., I'd love to get together when you're over here, because I find your intellect stimulating. As a mark of my respect I will try to answer your questions politely

1. Who knows. It doesn't even exist yet, you silly old hag... oops, sorry I slipped.
2. Some retailers are already selling the CD separately.
3. Yep, send it in and if it's any good it'll get in the mag.
4. Hold onto your wig, it'll be soon.
5. I would say around October. - Ed

MEGA CD IS FAB

Dear Megazone,

Hi, allow me to introduce myself. I am the greatest fan of the Mega Drive. I also think that your magazine is excellent. I am writing to you to congratulate you on your fantastic review on the Sega Mega CD. I had no idea that it would be possible. I love your magazine, so naturally I have subscribed for 12 issues. I have a few questions I would like to ask you about the fab Mega CD!

1. I am a great fan of Sierra games. I have at least 12. Including the Police Quest series, Larry series, Space Quest series and some of the Kings Quest series. So coming to my question, will the Mega CD have Sierra games?
2. Does the Mega CD take time to load? Is it as fast as the Mega Drive?
3. How many games are coming out on the Mega CD?
4. How long will they take to get to Australian stores?
5. How much can I expect to pay for these fab disks?

Could this letter please be printed in your magazine, for I am sure that I am not the only one that wants to know the answers to these questions?

From the greatest fan of computer games ever

Ingmar Lak
QLD

Nice name, Ingmar! I'm going to do my best to answer your enthusiastic questions. 1. Yes, the first ones coming are Monkey Island, Police Quest and Willy Beamish. 2. It's not quite as fast as the Mega Drive, but it's only a matter of a few seconds. 3. What, this year? Next year? Ever? Anyway there'll be heaps of titles to keep you amused. 4. The CD games will be here a couple of months after America. 5. Probably anywhere from \$70 to \$120. - Ed

RELATING TO INSANITY

Dear Megamutants,

I've only just subscribed this totally awesome mag and have but three editions, so no giving me crap, seasnails.

I was reading a Mega Mouth article in the latest edition (April/May) and I particularly liked the letter from Feebie called "I'm insane Blub, Blub". It related a lot to my dog, or was it my cat.

Anyway, this Megazone literature is the best and anyone who opposes can have a philosophical chat with me and lose miserably. Did I mention Rex Nebular is my hero? Anyway, Rex Nebular is my hero and if you give me crap about it in your reply I will be most upset in my next letter. Anyway, question time:

1. Why don't you show more screenshots of games in reviews?
2. Is there going to be another Rex Nebular adventure?
3. If so, when is it coming out?
4. That Menacer gun looks totally unreal! When is it coming and how much is she?
5. Why do you publish that fool Confucius? He's

a total wacko, he must have chewed his way out of maximum security. He's not as bad as Feebie though, but I

like her so that's OK. I just love her craziness!

Ed, please put this in the next edition, I'm gonna try to have a conversation with Confucius and Feebie. God I love her, but not as much as Rex.

P.S., Nintendos are, and I quote from Rex Nebular, a quivering sack of maggot ridden mucus.

Thanks Sewer, Face

Michael Harvey

Brisbane QLD, NSW (Not)

It's good to see you choose your heroes so carefully. Rex is a fine upstanding role-model. 1. How many do you want - a whole page full, and no text - get real! 2 & 3. No word as yet. 4. The Menacer has been released for ages and sells for \$129 by itself or \$199 with Terminator 2. 5. Why not, I'm publishing your letter which is probably worse. - Ed

DEVOTED IBM FOLLOWER

Dear Mega-Ed,

The first thing I read when I opened up the latest issue of Megazone is the letters and I get so annoyed at the way every person starts off with a million and one congratulations and well done. It gets so predictable, I mean you guys already know how good you are, right! Anyway, enough of that complaint, and on to the next one. In the last issue (April/May), you replied to David Sartori's fourth question by saying that "You put about the same amount of IBM/Amiga games and Sega games, because that's the way people like it." However, in that very same mag, you had 18 reviews on Sega games compared to IBM/Amiga's 10. Pretty poor effort guys!

The World's largest devoted IBM follower.
WA

I must admit that April/May did feature a lot of Sega, but last issue was pretty even. I try to put about the same amount in, but the computer suppliers don't seem to want to get me the games, so I miss out on a lot, or they become too old to put in the mag. Sega, on the other hand, flood me with games and info, so they get better coverage. Sorry if you're disappointed, but sometimes it's out of my control - Ed

CRITICISMS & CONGRATULATIONS

O Mighty Mega Ed,

I have written this letter so many goddamn times (twice actually) that if you don't print it in your totally triumphant mag (grovel), I'll commit suicide!!!! You wouldn't want anything like that to happen, would you? 'Cause then you'd lose a valued Megazone reader. (Note: this is not a bribe, just a friendly warning!) Anyways, I would like to congratulate you on a totally awesome, radical and altogether brill-i-ant AUSTRALIAN magazine. Also, your first new, u-beaut, revised and expanded edition of Megazone completely blew me away. God, you should get a medal for that humungo effort!!!!

We (my family and I) own a Sega (hooray!) Master System II and are soon to be the proud owners of a Sega (Cheer! Whistle!) Mega Drive. As soon as I started playing on a friend's Mega Drive, I was addicted and knew I had to get one of these absolutely mind-numbingly brilliant machines. But before I go and invest in a Mega Drive, I have a few questions for Stuart to keep those little grey cells working.....

1. If you don't like (i.e. abhor, hate, loathe) beat em up, kill 'em dead games, what are the games to buy? And yes, I know you must hear this all the time, but I've already heard about the little spiky blue guy, OK??!!
2. Is Ecco a game worth buying? And how is it in terms of graphics and sound?

That over and done with, I'd like to make a song and dance about a small subject brought to mind by a big poster. Mario in a movie?!? Per-lease! Forgive me, but a movie???? This has to be a joke!!! I think I'd rather watch the late-night news on the telly! As for Mario's popularity, I've been thinking - our hero, Sonic the Hedgehog, is mega-cool and has gained just as much, if not more, popularity than those plumber brothers in considerably less time. HA!! So there Nintendo! Think about that one!

Another thing! Thank you for excluding Nintendo from your mega-terrific mag. Ya know, I can't figure out why they need Nintendo mags anyway 'cause their games are either so ridiculously easy or stupefyingly hard that hints and tips are a waste of paper, and the games are so boring why bother reviewing them?!? Double HA!

OK, I have taken up enough room abusing Nintendo? I hope so!

Alex (yes, I'm a girl) Smith (yes I know what you're going to say, but it's my real name!!!!)

Morayfield QLD

Nintendo really gives some people the poos, hey? I've yet to figure out what they've done so heinously wrong, but I must agree about the Mario movie...bleurgh! Anyhow Alex, as for your questions 1. I'd recommend World of Illusion, Tiny Toons, Taz-Mania, Flashback and Cool Spot to someone who doesn't like excessive violence. 2. Yes, Ecco is a brilliant game, superb in both graphics and sound. Hope that helped, Alex! - Ed

UNDERWEAR ON THE INSIDE

Dear Super-Ed,

I think Megazone is a major mondo magnificent mag. It is totally terrific and just too great. Congratulations for thinking of something so cool and totally cosmic. Do you realise everything that is really cool starts with the word Mega. For example Megazone, Mega Drive, Mega CD and Mega Ed (Well, you are a legend in your own right). I'm glad you decided to wipe Atari and Nintendo out of your mag. They didn't deserve to be in it. Megazone is a totally awesome mag and you couldn't let crap like that contaminate it. I have an IBM and I am in the process of collecting money for my Mega Drive fund. Sonic 2 is the best game. It is positively brutal. I would like to say to David Sartori (April/May Mega Mouth). I have only 19 Sierra games, so kiss my butt!

I have only one question. How do you work out the CIA codes in Codename: ICEMAN. It's the part where you use the microfilm.

Once again, I am going to say that your mag is brilliant.

Later Dudes,

I love you all

Natasha Nunn

P.S. In the picture I left your underwear on the inside so you won't get embarrassed!

P.P.S. I loved the star signs in your April/May issue.

Thanks Natasha. You're a big crawler aren't you? Anyway it worked...almost. Explaining the codes for Iceman would take too long here, so it would be best if you wrote to Mario at Adventure Zone, or I'll try and publish it next month. Sorry! - Ed



You got somethin' to say?? then write to MEGA MOUTH

OLD READER GETS EYE-STRAIN

Dear Megazone,

I suppose you could say I am somewhat older than your usual readership (30), so please allow for any apparent stupidity on my part. I have been a keen gamer for years, having owned first a C64, then an Amiga. At present I have a Sega Mega Drive, which I've been using quite a lot lately, due to a prolonged period of unemployment.

I recently purchased a "Menacer" for the system. The Menacer works OK when it gets going, although it has the annoying habit of refusing to operate, flashing the message "Your screen is too dark". Sometimes, I actually have to darken the screen to get it going, not vice versa. The thing was as good as gold when I returned it to the store and they tried it out on their TV, so I wonder if you experienced this problem? I used mine on a 34cm TV. Is the screen too small? (the guy at the store doesn't know. Also the warranty card has no Australian address. Should I mail it to Sega Australia anyway, or should I follow directions and mail it off to Europe? I also think the instruction manual is inadequate, even if it does come in a dozen languages).

I overall enjoy your magazine. It's high time Australia had gaming magazines of our own. I really got sick of having to get Pommy ones. Oh, I did have one gripe about Megazone, sometimes the print is on a background as to make the text difficult to read; it's eye straining.

Anyway, you've got at least one post-teen reader. Keep the game reviews coming.

Neil Olddude

Auburn NSW

Thanks, Neil, but we've got heaps of post-teen readers, so don't feel lonely or anything! People of all ages are getting into video games. Anyway, I've never had any problems with the Menacer. Check the obvious (like the batteries) and if nothing seems to be working give Sega a ring on (02) 317 0000 and ask for repairs. OK? - Ed

Dear Ed,
 Firstly, I'd like to say I know how Feebie and Confucius must feel 'cause I too am insane, but let's get to the point, so answer these questions:

1. Is Eric the Unready worth getting?
 2. Is Space Quest 5 worth getting?
 3. Is Spellcasting 301 worth getting?
 4. Does anyone know where I can get a book about the Mating Habits of the Ukrainian Knut?
 5. Do you know where I can get a computer game where I can kill Smurfs or drop toxic waste on Snorks (for IBM)?
 6. In issue 16 of Megazone it says Tokyo has video drugs so I was wondering can Virtual Reality simulate the effects of LSD?
- Before I go, I'd like to inform Feebie, Confucius and Karry Steel that there is a Magic Mushroom Rehab centre.
 P.S. If you don't publish this letter my Army of Mutant Mice will gnaw you to death.

EBA
 Happy Acres Mental Home NSW

I'm starting to worry. So many of our readers are total loons, maybe we should call this mag FREAKZONE. Anyway, 1. Yep. 2. Yep. 3. It's OK. 4. You're a loop. 5. Yep, you're a totally brain-fried loser. 6. I dare say it could give you a visually "trippy" experience, but it wouldn't affect your brain in the same way that the chemical LSD does. Oh, and where's the Rehab Centre? - Ed

CATTLE PROD

Greetings Bulbous Mega-Ed,
 I do believe we have met in another lifetime. You were the ass of a cow and I was a farmer with a high voltage cattle prod.
 Anyway, my Mother wrote in last issue and said if the question you answered for her didn't make me happy, I would torment you with my words of wisdom. Well, I'm not happy. Yes, I'm back, I'm.....Confucius in the living flesh and I say, "That's the kind of pig ignorance I would come to expect from you non-creative garbage."
 Now that I the Messiah of the Encyclopaedia Britanica have got that out of the way you will apologise to my Mum, give me Forksetarlene Badordicks' address and answer these questions...

1. I don't care if you think your mag is the best, but what do you honestly think about the new Nintendo mag?
2. Why do you publish those crap letters about my console is better than theirs - WHO CARES?
3. Have you heard of the singer Michael W Smith? He's brill.
4. This is probably the last issue of my subscription. I have now been with your for two years. But I own a Super Nintendo. Should there be any good reason for renewing?

INFLAMED RECTAL WORM

Dear Megazone,
 Congratulations on getting rid of Nintendo from your great mag. Why, I hear you ask? I'll tell you why! Nintendo are virtually lower than worm faeces. I mean look at Mario, he looks like the type of bacteria who crawls up your back passage scrounging for food. I mean what type of idiotic nose picking, kiss yourself in the mirror, inflamed rectal worm would think up Mario, the no way Jenny Craig, pizza eating, baboon sack of puke. If you ask me, sports fans, Sonic kicks ASS! Yes, that Hedgehog we've all come to love. So to Mario, I hope the next Super Mushroom you eat is the one my friend's dog wissed on the

other day. But now I have some questions for you:-
 1. You say the Mega CD comes with \$400 worth of games, so my question is will it come down to \$300 or even \$200 in the near future, say by the end of the year?

2. Can you tell me when Sonic 3 is coming out and will Tails be joining him this time?
 3. Could you give me a yes or no answer for my next questions?
 4. Is Sega thinking of making Sonic 4?
 5. Will Tails have his own games in the future?
- Thanks for your time, Non Mario lovers,
 Yours truly
 Jarrod Fox
 P.S. If you hear Mario whilst you're playing Sonic, flush the toilet properly.

Well Jarrod, I get the slight hint that you don't like Nintendo or Mario. 1. It will come down in price by the end of the year, but nowhere near as low as \$200. 2. It's top secret at the moment but my guess is that Sonic 3 will be out by the end of the year. I've got no idea if Tails will be back. 3. Maybe. 4. I would have to say... yes, probably. 5. Again, I would guess in the affirmative. - Ed

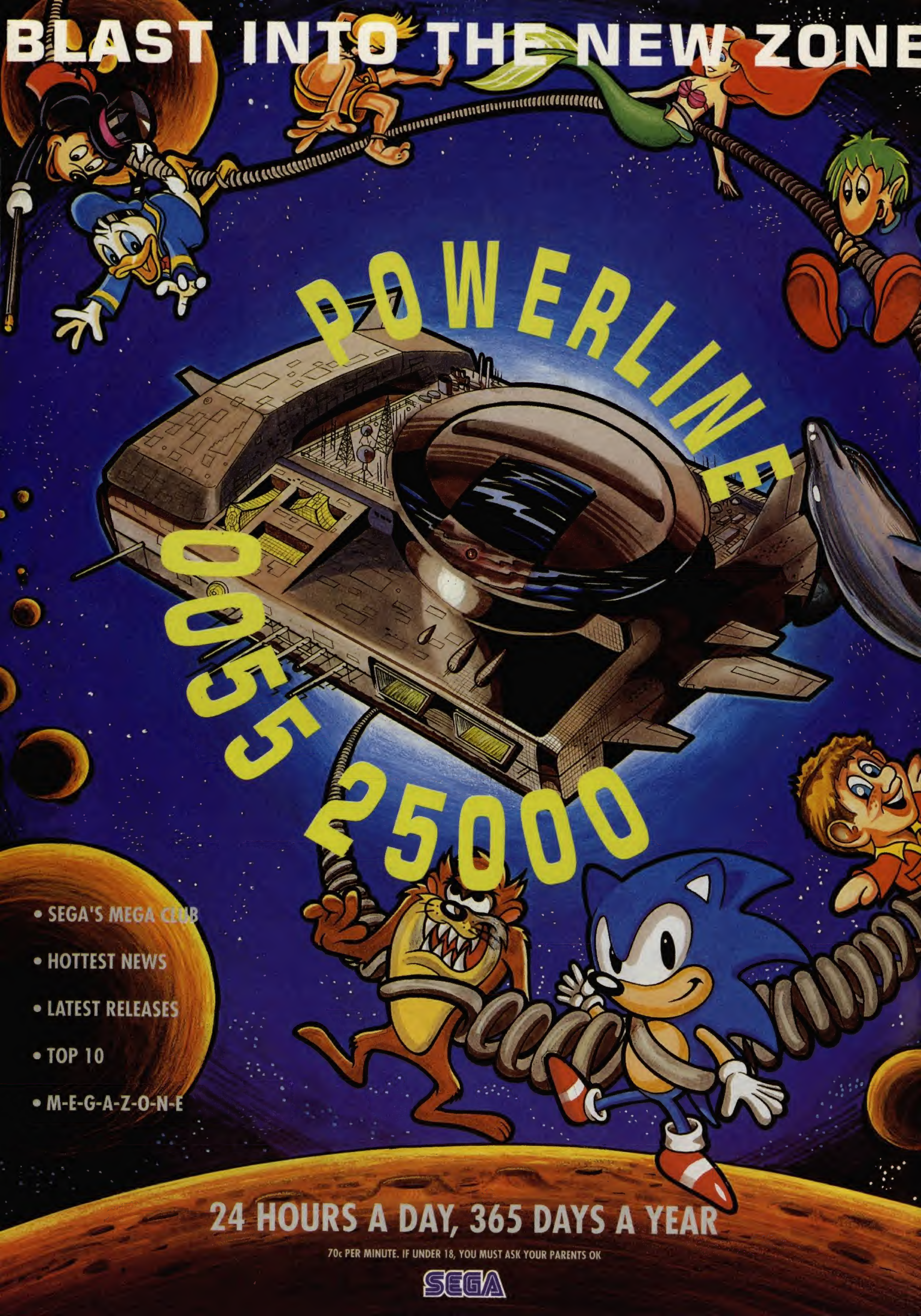
MEGAZONE Locked Bag 7 Rosebery NSW 2018

5. Will there be a price drop for the Mega-CD this year?
 Many thank-yous if you can answer these questions. Now for more words of wisdom. "Simulating Australia's National, Political, Commissioned Superannuation Rebates. I will put alligator clips on your nipples and hook them up to a car battery if you don't publish this letter. I can already see your face lighting up with enthusiasm and anticipation. This must excite you (sick boy).
 I must now get back to my studies.
 Yours in literature
 Confucious (Actually, I have been reincarnated into the body of Jarrod Trevathan).
 P.S. Did you know that my Dad is a Salvation Army officer?

Ah, Confucius! You're a bit of a warped puppy aren't you? 1. It's OK, if you like Nintendo. It's basically an English mag though. 2. I have to agree with you. 3. No, and if you recommend him, he's probably crap. 4. Yes, because you get an awesome mag. 5. Probably. - Ed



BLAST INTO THE NEW ZONE



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silpheed 3d mega face lift vids good for you



Mega Drive and Mega-CD get a facelift

A new Mega Drive and Mega-CD is on its way. The Mega Drive 2 is smaller, sleeker and a darn sight better looking than its predecessor.

The differences stop there, however; apart from a re-designed circuit board, the machines are internally identical. The specifications remain the same and won't actually boost the power of the console.

There are a couple of minor changes: there's no headphone

jack or volume control, so you won't be able to listen to your games in privacy, and there's a RGB socket with stereo sound output, so you can link it with monitors and suitably equipped TVs for a superb-quality picture.

The Mega-CD, too, has been redesigned to complement the stunning good looks its console counterpart now possesses. Again, the differences are purely cosmetic, and the unit functions in exactly the same way. A side-to-side

arrangement has been favoured, instead of the 'piggyback' set-up presently used where the Mega Drive sits on top of the Mega-CD.

Owners of the current Mega Drive will be able to connect their existing machine to a new Mega-CD. The reverse is also true; should you happen to own a Mega-CD but no Mega Drive (then you're obviously barking mad), but you will be able to connect your old Mega-CD to the new Mega Drive 2.

The reasons for the facelift are twofold. Firstly, the Mega Drive has been with us for a little over three years now, and pretty as it is, it's about time that it had a bit of a revamp, especially as consoles like the SNES are more compact and sexy-looking. Secondly, it will cut production costs, and these savings will be passed on with a reduction in price for the Mega - CD (hooray!). The sexy Mega Drive 2 and Mega CD 2 should both be available in late August. More info soon.



Silpheed

People are raving about Silpheed, and with good reason: it's going to be a corker! It's an amazing 3D shoot-'em-up with totally awesome graphics. If filled polygons are your thing, then you'll go ape over this. It's got polygons coming out of its polygon-generated ears. There's enough here for breakfast, dinner



and tea, plus some left over for polygon sandwiches in tomorrow's packed lunch.

We don't actually know that much more about the game, apart from the polygon business.

Did we mention them?

What else? Ok, it runs along pretty niftily, thank you very much. A speedy 20 frames per second. It's

Mega-CD only, and it looks like some use is being made of the CD's capabilities, at long last! Memory is everything when it comes to complex 3D graphics, and CDs, as you well know, have more memory than a very clever person with a degree in remembering things. It's a huge game, too, with loads of things stored on the CD, especially the polygons.

Check out the screenshots. It leaves Nintendo's Star Wing for dead. Oh, and we almost forgot to mention the awesome polygon graphics...

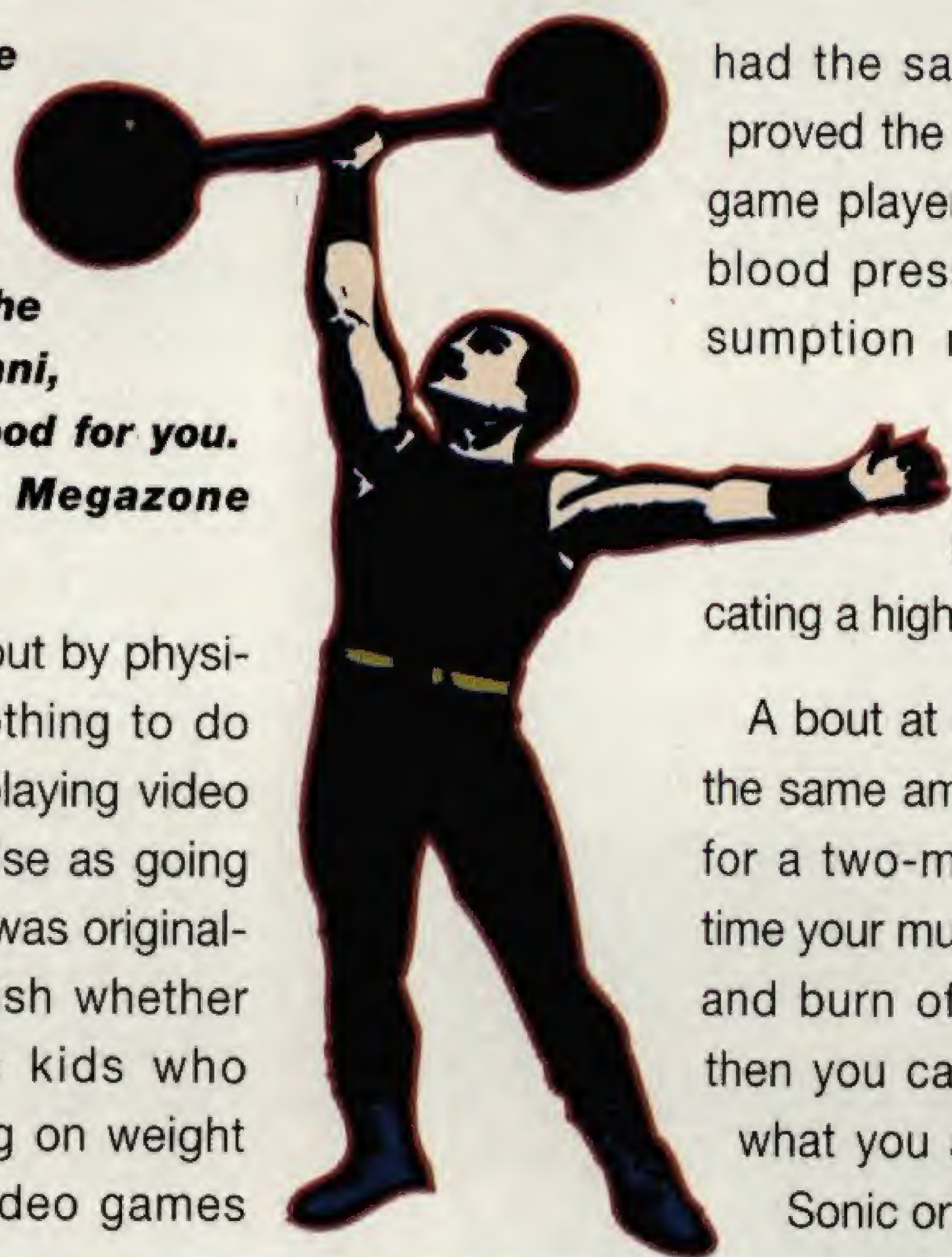


bar codes sierra hints multi-player gear rex t's

It's official: video games are **good** for you

Computer games have been blamed for everything from addiction to epilepsy, but now, according to the scientific magazine *Omni*, computer games are good for you. Well, sorry *Omni*, but *Megazone* knew that all along.

The research, carried out by physiologist Karen Segal (nothing to do with Sega), shows that playing video games is as good exercise as going for a walk. The research was originally carried out to establish whether there was a link with kids who watched TV a lot putting on weight and whether playing video games



had the same effect. The results proved the opposite to be true. The game players had their heart rates, blood pressure and oxygen consumption monitored while they played Ms. Pac Man. All three showed marked increases, indicating a higher calorific burn rate.

A bout at a game expends around the same amount of energy as going for a two-mile-an-hour walk. Next time your mum tells you to go outside and burn off some excess energy then you can tell her that's exactly what you are doing when playing Sonic or Street Fighter II.

MEGAZONE Celeb of the Month

Todd McKenny, the all-singing, all-dancing star of the hit Broadway musical "42nd Street" recently made a surprise visit to the Megazone offices. Todd started dancing at the age of 3, and was finally discovered a few years ago on the talent show "Star Search". He has gone on to appear in "Strictly Ballroom", the Logie Awards and "42nd Street". After a huge Sydney season the musical is in the middle of a successful run in Melbourne. While living away from home with the show, Todd became obsessed with his newly acquired Game Gear.

He owns Sonic and Columns but was desperate to find out the best new games for the spunky little handheld. Well, where better to go than the Australian headquarters of video gaming - the Megazone office. Actually the Game Gear was quickly forgotten when the Ed challenged him to a game of Jaguar on the Mega CD. After displaying his not-inconsiderable skills on the machine, they ended up going through quite a few Mega Drive and Mega CD games until Todd realised that time was getting on.

Todd had to fly back down to Melbourne later that day, but luckily had his Game Gear to keep him company. Being the warm and generous soul that he is, the Ed even gave him a copy of one of the hottest new Game Gear titles, "Batman Returns", which certainly put a big smile on his face.

So if you're in Melbourne, check out Sega fan Todd in "42nd Street" (or maybe send your mum along!).



Battle of the bar codes



into characters; their stock codes becoming strength and prices turning into magical powers.

The machine comes with a set of ready-made characters with their own special bar codes, but the real fun comes in when you run amok around Woollies, discard the contents of your shopping basket, rip off the packaging and swipe the codes through the Battler's reader to see what you've got.

There's no way of telling what bar code will become what character - until you actually slide it into the machine and

see. It may be a warrior, a wizard, a power up or nothing at all.

The Barcode Battler has been around in Japan for a couple of years and it was discovered that a particular brand of noodle soup created an immensely powerful character, the product promptly sold out. The soup was pretty tasty, too.

The Barcode Battler should be in toyshops across Australia soon.

Ha! Die Red Kidney Beans

In A Spicy Chilli Sauce from hell! You should have known that you'd be no match for the Tartan Doona Cover And Matching Pillow Case! The Barcode Battler is a novel idea in electronic games. It translates those little black-and-white striped codes you find on virtually every product ever sold

Sierra Hints — Around the Clock

Stuck in Leisure Suit Larry? Stumped in King's Quest? Puzzled in Police Quest? Or just totally lost and confused in Space Quest? Well the answer to your prayers is here, as a 0055 Sierra hint line has at last been started in Australia.

This line will answer just about any problem you've got with just about any Sierra game. Simply follow the spoken instructions and you'll be led to hints on particular games.

The number to tattoo on your forearm is

0055 22919.

If you're under 18 ask your parents' permission (blah, blah, blah) and it will cost you a maximum of 70 cents a minute.



Get Dressed

Megazone's very own comic hero, Rex Vectar, is now emblazoned on his own official T-shirt. The high quality printed shirt can be yours for just \$19.95 including postage. To become an Xpeer gang member order your shirt by writing to Primal Instincts, PO Box 79, Currumbin QLD 4223 or phoning (075) 983 611.

You'll receive the Rex Vectar Newsletter and information on Kinetic Comics, featuring more Fil Barlow stories.

Multi-player Fun

Soon there'll be no need for friends to sit around being bored while you are having radical fun on your Mega Drive. The Sega MultiTap will allow four players to play at once. Of course, not all games are compatible, but more and more will be released in the future.

The first game to be compatible is



Ultimate Soccer. Up to eight (yes, eight!) players can take to the field in this excellent game of international soccer. How? Use two MultiTaps! Now the only problem is finding space for everyone to sit around the screen.

The MultiTap attachment will be available soon.



BITS AND PIECES

■ Gremlin have also signed up the recently reformed British band Madness. No, they're not going into the music business, but are releasing a game based on the exploits of the wacky ska band. The game centres on a character called Nutz and features some of the band's best-known tunes. Madness - House of Fun will hopefully be available for the Mega Drive early next year.

■ Mega Drive-owning role-playing fans will be wetting their pants with glee - Phantasy Star 4 is on its way. It's gonna be bigger, better than all previous incarnations, and the rumours range from a 12 Meg to 16 Meg cartridge. Get ready for some sleepless nights. Coming to your Mega Drive in several months time.

■ That sword-swinging hack 'n' slash epic is back. Golden Axe 3 features four fighters; the barbarian and amazon woman are there but

the dwarf has been dropped in favour of a lizard man and an ogre. More moves and magic than ever before.

■ Lemmings may be one of the most frustrating, addictive, wonderful games ever, but could you stand to listen to them sing? The game's publisher, Psygnosis, is releasing a Lemmings single in the UK, performed by the guys behind the KLF. We don't know whether it's going to take the UK charts by storm, but if Kylie can do it, anyone can - even half-a-centimetre-high creatures with shocking green hair.

■ Cyberdreams, the name behind Darkseed and the forthcoming Cyber Race, are working on another high-profile game. This time it's been written by top American sci-fi author Harlan Ellison (Who's he? - Ed). It's

a big-name game in more ways than one; it's to be called I Have No Mouth, But I Must Scream. Hmm, catchy title, boys. The game is ages away yet, not scheduled for release 'til early '94. At least that gives them time to think of something else to call it...

■ Zool is to be entering another dimension soon. The game's maker, Gremlin, have just become an official Sega Licensee. The ninja ant will be making it over to the Mega Drive, Master System and Game Boy in time for next Christmas.



REBEL ASSAULT

REBEL ASSAULT is yet another game based on that little-known, underground cult movie Star Wars.

Yep, the Empire's at it again and only the Rebel Alliance can stop them. You're with the rebels, by the way.

Rebel Assault is (it says here) a screamingly intense arcade/action game with 15 heart palpitating levels of fast flying and fighting. It promises some stunning graphics and is rendered entirely in 3D with full-motion video and speech. It'll be available on CD-Rom only, and is LucasArts' first foray into the CD-Rom market.

Start saving for that CD-Rom drive now!



Format: PC
LucasArts



IN AN EFFORT to cut his spending budget the Mayor is cutting out community access

television, the medium that Wayne and Garth rely on to broadcast their own, erm, unique blend of 'music', talkback and other things. If the cuts go ahead, then there's no TV programme. No way!

The only thing that can save the day is \$50,000, presumably with which to bribe the said Mayor. And that, sounding like a good enough idea for a plot, is what the two long-haired dudes have to do.

You can party on as either Wayne or Garth, and you will undoubtedly meet plenty of babes, megababes and possibly even quantumbabes on the way.

It's an adventure game featuring some great graphics and a point-and-click graphical interface with some nice pictures on it.

Format: PC
Capstone

TIME GAL

IT MUST BE ACE having a time machine. Just imagine, you could travel into the future, see who wins the Melbourne Cup, return to the present and place a hefty bet at the TAB. And you could go back in time, place a roller skate at the top of Bert Newton's mother's stairs, and, though it wouldn't know it, the world would be very grateful indeed.

Enough of the nonsense. Reika's dad has happened to invent a time machine, only it's been stolen by the most evil guy in



WAYNE'S WORLD



the 31st century, the thoroughly nasty Ruder - a kind of futuristic Jeff Kennett. Reika is outraged and promptly follows in hot pursuit in a chase through time.

Time Gal boasts some interesting game concepts such as time stop, allowing you to freeze everything on screen in order to escape from critical situations. It's a full-motion video game in the vein of Cobra Command. The action is in the form of huge cartoon-style graphics and you have to follow the on-screen prompts to make progress.

Format: Mega-CD
Sega



THE DIG



THE year is 1998 and planet Earth

is facing catastrophe once again. Bummer! A mile-wide asteroid hurtles through the infinite reaches of space, on a collision course with the world that you and me know as home. Double Bummer! A space shuttle crew sets out on a desperate mission to persuade the giant rock against its perilous visit - and finds itself swept away by an alien booby trap to a distant world of danger and sudden death. Triple bummer in a lightly toasted sesame seed bun with large fries! This is The Dig, an exciting deep space adventure by game designer Brian Moriarty and a very famous film Director/Producer. Who? We don't exactly know yet, and we're not sure we'd tell you if we did. This one will be big.

Format: PC
LucasArts

METALLIC MONSTERS 40 times the size of any man just aren't understood. They can't walk down the street without being set upon by an angry mob. Just because they leave a trail of death and destruction wherever they go.

In Walker, on its way soon from Psygnosis, you are one such creature. You look like something out of Star Wars and basically you have to kill anything and everything that moves - a bit of role reversal there. Your opponents are tiny little stick men - or that's how they appear, it's just you're a towering giant. They're heavily armed, though, and will try and reduce you to a pile of scrap with their

grenades, tanks and choppers. You can put a stop to their unsavoury actions by shooting them with your in-built machine guns or stomping them into the ground like bugs. Lovely.

Format: Amiga
Psygnosis





ROBO ALESTE

IMAGINE: It's 16th century feudal Japan, the country is ravaged by warfare, the land split by warring factions. The warlords are vying for power, each trying to expand their realm. Then you come along, an eight-metre-tall robot armed

with lightning beams and air bombs. Ha! You can stomp your way through warriors and ninjas like they were ants.

Ok, so it may not be a fair fight, but who cares? The slaughter promises to be immense, with death and destruction everywhere. Robo Aleste is an

action-packed shoot-'em-up that'll be available for the Mega-CD only. Tora! Tora! Tora!

Format: Mega-CD
Sega



SAM & MAX HIT THE ROAD

THEY'LL TAKE ANYONE in the police force nowadays. Take Sam and Max. Sam is furry, has a wet nose and an unhealthy attraction to trees. Max is furry, has big floppy ears and eats his own poo.



The canine and bunny partnership are the latest crime-cracking squad as featured in a popular series of comic books from the pen of one Steve Purcell. In their computer debut, they put their detective powers to the test as they travel America's quirkier underside in search of a missing bigfoot. The game features full-screen graphics with a 'pop-up' icon interface for verbs, dialogue choices and inventory items. It should remain faithful to the comics as Purcell is lead artist and creative director for the game.

Format: PC
LucasArts



MAELSTROM

INTERPLANETARY warfare is always good for a lark. Sending space fighters to blow each other to bits, striking up alliances with aliens and then letting

them have it when their backs are turned. Maelstrom is one such game, with lots of decisions to be made, battle to command and statistics to analyse. Where it differs from other games, or so the makers claim, in that the storyline isn't set; it's different each time you play. The people have mood

swings, the leaders are whimsical, the plots are unpredictable.

The game is being designed in conjunction with Syd Mead, one of the brains that designed the futuristic sets behind movies including Blade Runner and Tron. He also played a leading role in the design of Cyber Race, previewed in last month's Megazone.

Format: Amiga, PC
Empire



PUGGSY

PUGGSY is an alien. A brown, shapeless blob with arms that go on for miles and miles. What's more, he's the star of an up-and-coming game from Psygnosis. It's a sort of cross between a platform and a puzzler. On one hand you leap around on platforms and kill things, while the next minute you're solving the most brain-boggling puzzles this side of an anti-child cap on a bottle of aspirin.

From what we've seen so far, the game features some great graphics and gameplay twists. Those specialised arms are oh-so-vital in solving many of the puzzles and also handy for tying your shoelaces without bending over.

Format: Mega Drive
Psygnosis



THAT SADDAM. He doesn't know when to stop, does he? As soon as the Persian Gulf is reaching a sem-

WAR IN THE GULF

blance of normality and the Yanks have gone home, he does the dirty and promptly invades Kuwait again. The only thing between him and total dominance of the tiny, but filthy-rich, country is a mercenary tank platoon.

War in the Gulf is the sequel to Team Yankee and Pacific Islands, and has the



player in control of four battalions of tanks to repel the invaders. Missions include the retaking of the islands of Failaka Bubiyan, just off the Kuwaiti coast, and retaking captured oil fields.

Over 15 tank battles in 400 square miles of oil-field will be necessary before the Iraqis are sent packing.

Format: Amiga, PC
Empire



Come and have a go—

IF you think you're HARD enough

Street Fighter II Champion Edition is the one we've all been waiting for, and the roughest, toughest beat-'em-up is very close to arriving on the Mega Drive.

We all know about Street Fighter II. Just about every console and computer system around has a version of it available (though I wouldn't recommend it on the Commodore 64!). However, the Champion Edition has remained exclusively in the realm of the arcades...until now! Mega Drive owners will be the first – and very likely only – games heads to be able to play this awesome development in the Street Fighter series.

The original Street Fighter machine was a curious beast; two foam rubber pads on top of the arcade cabinet were struck to kick and punch. The harder you hit them, the more power your character's moves had. Nice idea, Capcom, but it didn't really work that well; people's reactions just weren't fast enough and the on-screen character was, more often than not, lying on the deck while you were still pounding the hell out of the machine. Besides, you couldn't help but feel a bit of a dork. There were no special moves in this version, bar Ryu's fireball, and the only characters to make it any further were Ken and Ryu.

Street Fighter II had tons of special moves and a much more thug-friendly fighting system, with three buttons each for punching and kicking to determine the strength of your moves. The punters went wild, and the game has carved its bit of fame as one of the arcade greats.

Street Fighter II Champion Edition isn't radically different from its immediate predecessor, but rather fixes up its quirks and improves on its strong points. The most radical difference is that you can play any character – as well as the eight standard fighters you can choose the four, mega-hard bosses at the end of the game, so there's a whole new batch of moves to master. You can also fight the same char-

acter one-on-one. Guile, for instance, can fight Guile, so you can have an even battle, taking on an opponent with exactly the same abilities as yourself. In fact, when playing the computer, you'll fight a mirror image of yourself as a matter of course. In addition to this, the characters have been tweaked to make them faster, harder and with more moves than before. Despite the vast differences between the characters, they are now more evenly matched. Also, many moves have been recalibrated to reflect the on-screen image more closely.

Ken and Ryu no longer behave like they were joined at the hip at birth, and now have quite distinct moves that actually means that it's worth choosing between the two. Originally, because you couldn't pit the same character against itself, Ken and Ryu were created with identical abilities.

Now Ken has a wider Dragon Punch and a faster Hurricane Kick and has been speeded up overall. Added to his repertoire are the Triple Dragon Punch and the Eggbeater – a rapid series of Hurricane Kicks that will stop a downed fighter from ever getting up again!

While Ryu is still as slow as ever, he has stronger attacks – a faster fireball and a devastating Hurricane Kick. He can also pass through an enemy's fireball by doing a Hurricane Kick at the last moment!

Guile's enhancements include a Knee Thrust and an enhanced Flash Kick that hits twice.

The ultra-fast Chun Li is even niftier on her toes. She has a couple of new kicks to add to her aerobic style, an over-the-top Knee Kick and a Backflip Kick.

Blanka's been improved, with a faster Shock attack and his recharge time for Multiple Roll attacks has been tightened up to make it easier. He's also capable of doing a jump/shock combination as he first of all floors an opponent, then wakes them up by discharging a few billion volts through them!

Honda's always been a big chap, and now he's stronger, faster and has a better defence than ever before! His Sumo Torpedo is very fast and he can now walk while doing his 100 Hand Slap, so now you can no longer simply step back while the big man appears to have some kind of fit.

Zangief can now move while performing his Spinning Lariat, and his defensive power has been greatly strengthened, too. If that wasn't enough, the Russian wrestler now has greater range with his Spinning Pile Driver.

Dhalsim, the Indian rubber man, has had a little tinkering done with his Yoga moves, which now can be executed anywhere in the air, not just at the top of a jump. The Yoga Spear is good against air attacks, while the Yoga Mummy hits low.

Then, of course, we have the all-new boss characters at our disposal too. We've always been aware of what these dudes have been capable of, but only now can we unleash their awesome power for ourselves.

Balrog's boxing background serves him well and he has a Headbutt, a Hook Punch, a powerful lunging Uppercut and a Turn-Around Punch that really sends opponents sprawling.

The lightning-quick Vega has a pretty devastating array of moves, including an



Street Fighter 2

Air Throw, a Backdrop, a Swan Dive and can bounce off walls. His Backflip can be used to quickly get away from his foes' attacks and his Roll is capable of inflicting up to four consecutive hits.

Sagat is one mean mutha with a two-level Tiger Blast, a Tiger Knee, a Tiger Uppercut and a very deadly throw.

Bison, the evil dictator, is a psycho. He boasts the most powerful throw of all the fighters. Other tricks up the sleeves of his natty Nazi uniform are the Scissor Kick, Head Stomp and the devastating Flaming Torpedo.

A problem that's haunted all conversions of the arcade onto home machines is recreating the control system effectively. The arcade machine uses a joystick plus six buttons whereas consoles' joypads are usually less well-endowed. The way around the problem has usually been to respond to the pressing of the buttons in a time-sensitive way; the longer the button is held down for, the more forceful the punch or kick. This interferes with gameplay, however, often compromising your position as you stand around for vital milliseconds while building up your power. The Mega Drive gets round this by using the Start button to toggle between punching and kicking, with A, B and C representing the three levels of power.

While this works well, it's still not ideal, and effective punch/kick combinations are a tad tricky. The ultimate solution is to get hold of one of the new six-button joypads that will be available when the Championship Edition is released.

From what we've seen and heard so far, the Mega Drive conversion of SF2: Champion Edition plays brilliantly - possibly even better than the arcade machine. The colours, detail and sound may not be quite as strong, but the most important thing is that the gameplay will have you Dragon Punching and Scissor Kicking for months. It should be released in Australia in October (with any luck). Start queuing for your copy NOW!

ADAM WARING





WITH THE CURRENT "DINOSAUR CRAZE" SWEEPING THE WORLD, JURASSIC PARK COULD WELL BECOME THE BIGGEST MOVIE OF ALL TIME...AND THE FINAL PRINTS HAVE HARDLY HAD TIME TO COOL YET!

Certainly its director, Steven Spielberg, is no stranger to blockbusters, having directed six out of the top twenty money-making films of all time, including the largest-grossing movie in history, E.T. He is responsible for Jaws, Indiana Jones, Back to the Future, Close Encounters of the Third Kind, The Color Purple, Hook, Empire of the Sun and many other legendary films. So with all those successes behind him, it's no wonder that everyone is talking about his new celluloid baby, Jurassic Park.

Jurassic Park comes from the best selling novel of the same name by Michael Crichton. The story tells of an eccentric billionaire (played by Sir Richard Attenborough in the flick) who conceives the idea of creating genetically engineered dinosaurs for a contemporary jungle theme park. He exploits the work of scientists, who have developed a process of extracting dinosaur DNA from preserved insects. However, his plans for a dinosaur Disneyland become unstuck when the fairly sizeable creatures break loose and run amok. This leads to some pretty tense action and some pretty amazing special effects. It will probably beat Terminator 2 as the most expensive film in history, largely due to the stunning computer graphic effects that have re-created a stampeding herd of dinosaurs and a Tyrannosaurus Rex attacking a truck full of people.

The game is shaping up to be every bit as massive as the movie. There are two

development teams working on it simultaneously, with the Amiga and PC versions being produced in the UK, and the console versions being worked on in the US. The licensee, Ocean, is boasting "a movie licence like no other", with new display systems and a new style of gameplay. It won't follow the exact plot of the movie, but Steven Spielberg is taking a personal interest in the final product, as he is a keen video game player himself.

The exact details are sketchy right now (it's all very hush hush at the moment), but from the screenshots we have received it certainly looks pretty exciting. The game is only one part (although probably one of the better parts) of a massive publicity push for Jurassic Park, and you'll no doubt find yourself bombarded with all sorts of useless dinosaur paraphernalia over the next few months. Most will be easy to ignore, but both the game and the movie look like being the biggest things this year.

The film is already released in America and the UK, but is not due to reach our shores until the first week of September. The game should be launching on Amiga, PC, Mega Drive and Mega CD about the same time. They're guaranteed to be as huge as the real stars of Jurassic Park!

PC/Amiga/MegaDrive/Mega CD
*Ocean



Screen Shot from PC

Jurassic Park



UNLESS YOU'VE SPENT THE LAST 400 YEARS SLEEPING IN A COFFIN IN AN UNDERGROUND CRYPT SOMEWHERE, YOU CAN'T FAIL TO HAVE HEARD SOMETHING ABOUT BRAM STOKER'S DRACULA, THE BOX OFFICE SMASH HORROR MOVIE. SOON IT'LL BE AVAILABLE AS A GAME FOR THE MEGA-CD, AS WELL AS THE MEGA DRIVE AND GAME GEAR.

After a hard day at the office, there's nothing quite like a nice glass of beer, cup of tea or gallon of fresh virgin's blood, depending on your tastes. Dracula, being a vampire and all that, prefers a long draught of O rhesus positive any day. The game is based on the Francis Ford Coppola movie, *Bram Stoker's Dracula*, which did pretty well earlier this year in the cinemas. (Incidentally, Bram Stoker's the bloke who came up with the original Dracula story almost a century ago.)

The central character is Jonathan Harker, who's played by Keanu Reeves in the film, and by you in the game. Your girlie, Mina (played by the scrummy Winona Ryder), just happens to be the spitting image of Count Dracula's old girlfriend from a few hundred years back and so he rather fancies getting his teeth into her. Needless to say, you're not too happy about all this.

Seven levels of platform action ensue where you challenge the fanged fiend in locations ranging from the Count's castle to the streets of 19th century London. As well as doing battle with the man in the black cape, there are all sorts of other nasties to overcome. It's a fast-moving platform-style

game, with lots of weapons to pick up.

Beware: Dracula doesn't always appear in his human form; sometimes you'll have to contend with a bat, a wolf and even an eerie mist. The gameplay will be in a similar vein to games like *Prince of Persia* and *Flash Back*. The movement of the characters is incredibly lifelike, due to people being digitised while running, jumping and being stabbed through the heart with a wooden stake.

The backgrounds are actually taken from the blueprints from the sets used in the film and are rendered in 3D. They were designed on a \$50,000 Silicon Graphics workstation. The finished thing looks fantastic; the viewpoint zooms in and out and pans around, just as if you were watching a real movie.

The Mega-CD's awesome capabilities are put to full use in the screens that link the various parts of the game together. Nearly 15 minutes of footage have been taken directly from the movie, showing scenes from the film in full-motion video. There's a stunning CD-quality soundtrack, too. The whole game has been designed with the help of Francis Ford Coppola, the producer and director of the movie, and should be one of the most amazing Mega-CD titles released.

Don't worry if you don't have a Mega-CD; the game will also be available as a standard Mega Drive title and also will be available for the Game Gear. Of course all the full-motion video and stuff won't be in these versions, but the gameplay should be fairly close.

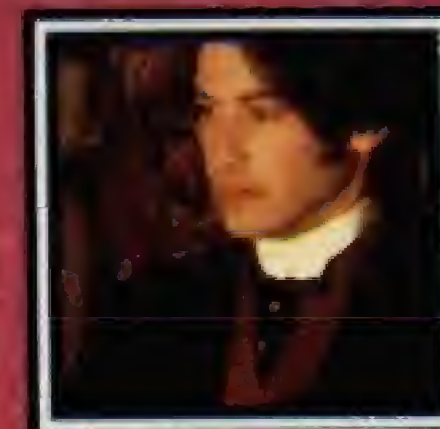
• Sony Imagesoft



The old Count takes a wander around his castle



The 3D Graphics look a tad impressive



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THE TERROR OF THE DEEP LOOKS LIKE BEING ONE OF THE BEST ANIMATED ADVENTURE GAMES THIS SIDE OF MARS. ON YOUR QUEST TO SAVE THE WORLD YOU'LL BE TAKEN DEEP UNDER THE SEA, THROUGH SUBTERRANEAN BASES AND UP, UP AND AWAY INTO COLDEST, DARKEST SPACE.

A power-mad, but brilliant, scientist, who goes under the name of Captain Moray, is holding the world to ransom (isn't that what these guys do best?). Unless he gets a trillion dollars in used notes by breakfast time tomorrow, he's going to blow up cities around the world with his deadly laser satellite, the bastard!

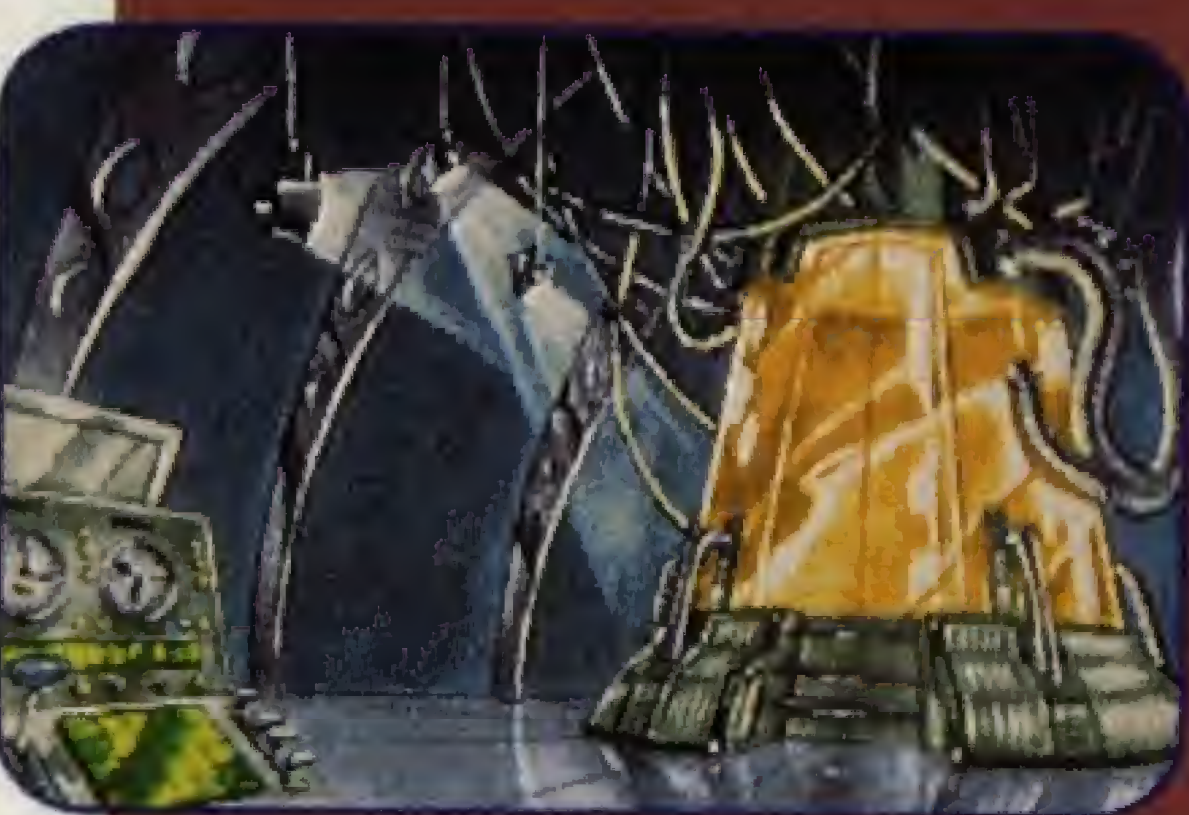
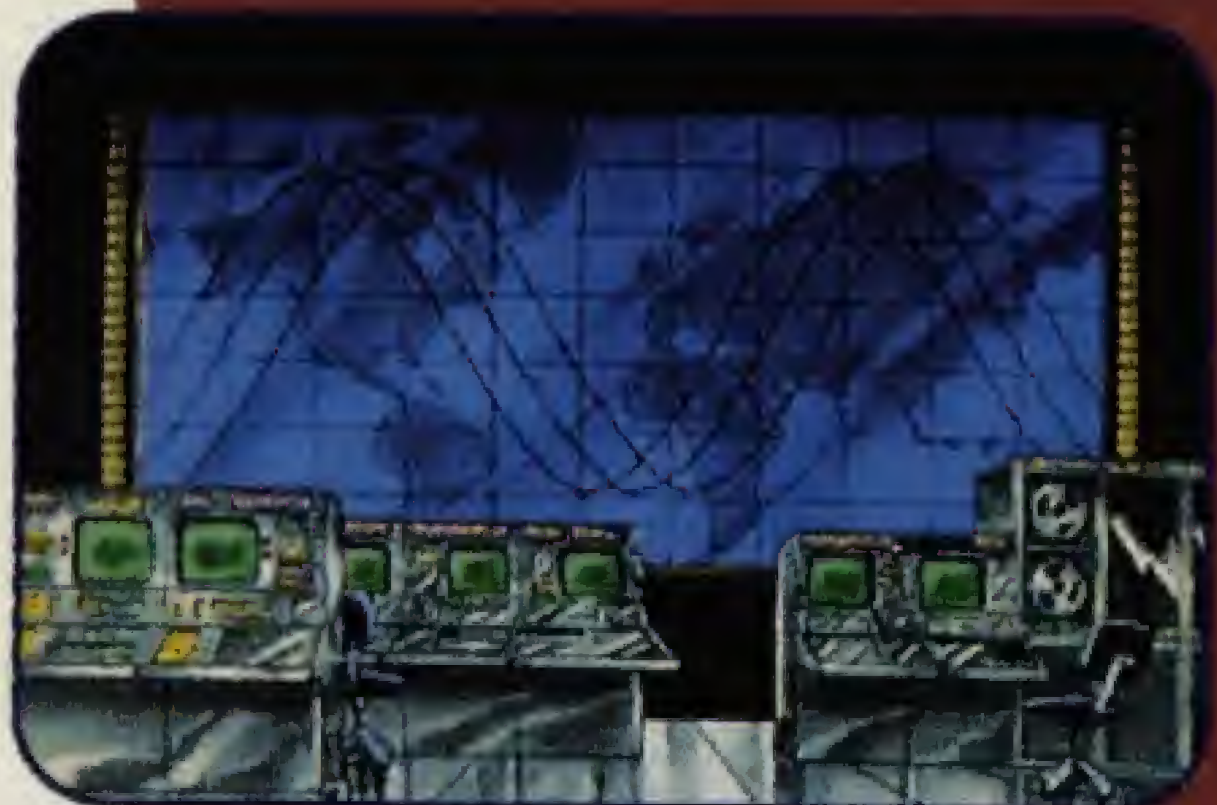
He's nicked secret military hardware with which to do the dirty deed and, if that wasn't bad enough, the dastardly Captain commands a fleet of futuristic submarines that are easily capable of destroying humankind's most modern war machines.

This looks like a job for Guy Spy, star of the predecessor to this game, which was called, surprisingly enough, Guy Spy. Some would say it's just a coincidence, but I call it spooky. Where were we? Oh yes, well the United Nations aren't going to bow to such acts of blackmail and terrorism. If they gave in to every insane, power-crazed psychopath where would we be today? Besides, they spent all the money on sweets. So, without further ado, they brief Guy (Mr. Spy to you) to go and put a stop to these fiendish plans once and for all. They buy him a one way ticket to the bottom of the ocean, keep their fingers crossed and go to the country for a few days, just in case things don't turn out for the best. Guy has to infiltrate Captain Moray's heavily-defended submarine base, engage in frantic submarine chases through treacherous underwater caverns and hurtle into space to destroy the satellite. And, while he's about it, he can jolly well discover the startling truth about The Terror of the Deep. Eek!

It's an animated graphic adventure type of game, which combines a friendly point-and-click interface with smooth, animated fight scenes and stunning computer-generated 3D sequences. The game is extremely interactive and has enhanced gameplay when compared to its predecessor.

Packed into the game's code are plenty of puzzles and heaps of challenging twists. The graphics we've seen so far are nothing short of brilliant (see for yourself - just look at those screen shots). The characters and objects are large and detailed and there are more than 100 scenes and over 1,200 frames of animation. All in all, there's almost 20 megabytes of graphic data alone.

The game is scheduled for release in October this year and will be available for the PC, Amiga, Macintosh, and also on CD-Rom for the PC. We'll bring you the full review just as soon as we get our grubby little hands on a finished copy.



THE TERROR OF THE DEEP

PC, MAC, AMIGA · READYSOFT



LONG, LONG AGO, WHEN MEN WERE MEN, WOMEN WERE WOMEN, AND HIDEOUS DEMON-BEASTS FROM THE MOUNTAINS OF KANDAR WERE HIDEOUS DEMON-BEASTS FROM THE MOUNTAINS OF KANDAR, EVIL STARTED TO TAKE OVER THE WORLD.

Back in the old days, it was all green around here and you could get a packet of ciggies and a bag of bullseyes for two cents and still have change for the tram ride home. But there's no denying that it weren't all a bed of roses. The world was ruled by evil, you see. We had to live in a shoe box and were tortured by demonic fiends as soon as we looked at them. Still, we didn't complain.

Then the wizards decided it was high time to put an end to these evil goings on, so they rounded 'em all up, every single one, and locked 'em in giant crystals which they buried in a mountain. Well, we thought we'd heard the end of it and could go back to our shoe box and live out our miserable existences in peace, and only get tortured on Wednesdays. But now the evil is coming back. The twisted hell hordes are breaking out of their mountain prisons. If only we had a warrior strong enough, brave enough, stupid enough to go into their mountain stronghold and put an end to it once and for all.

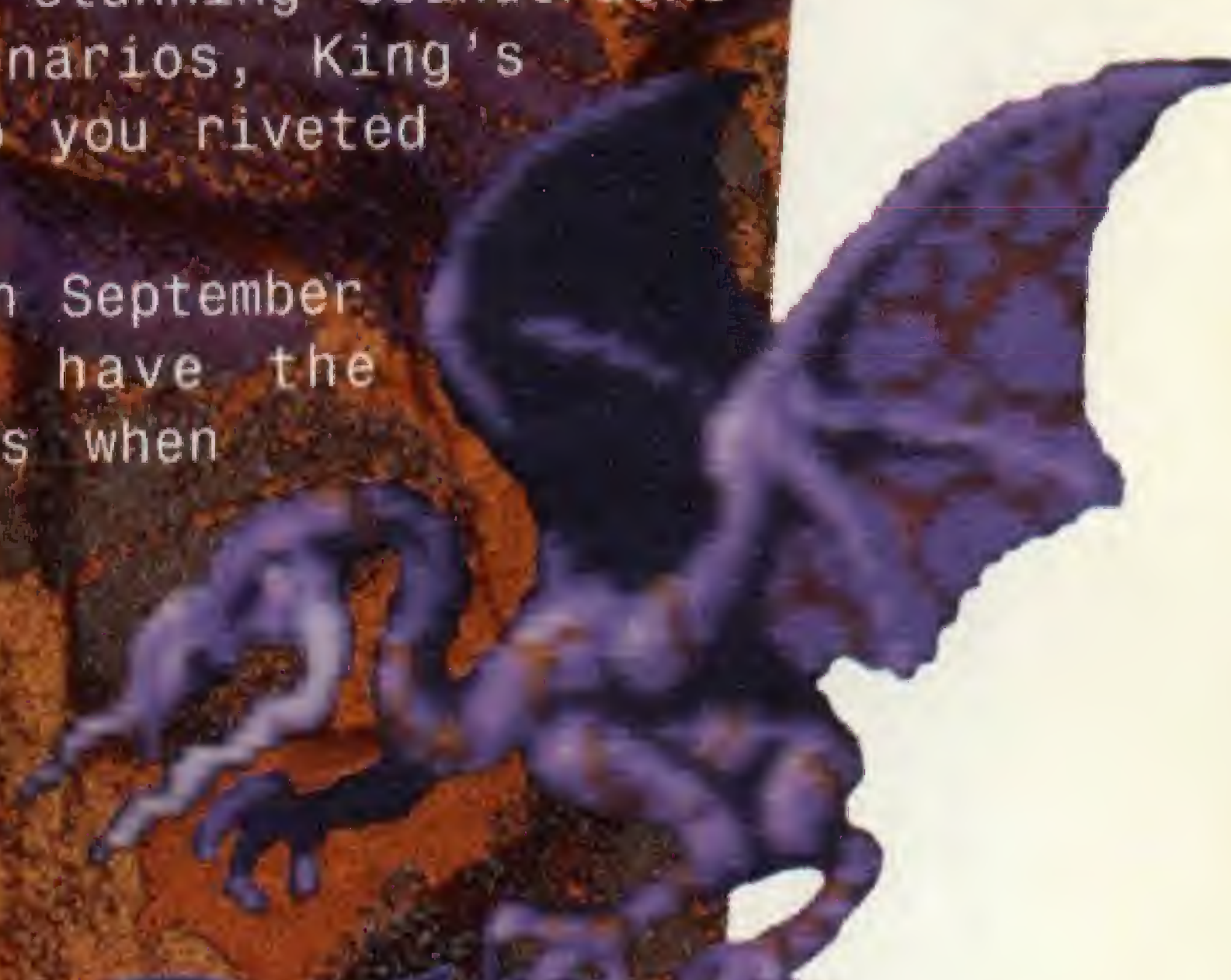
Your King has asked you, the bravest warrior in the land, to seek out and destroy the legendary crystals before the evil grows too large to contain and destroys the entire kingdom. On your way you'll travel through the dark and mysterious forest of Rha, explore six different cities, make your way through the twisted corridors of the Maze of Kheas, fight in the Arena of Death, enter the Crypt of the Lost Ghoul and, ultimately, reach the Mountain of Kandar in your quest to save the King's Ransom. Well, put the bacon on, I'll be back in time for breakfast.

It's a mixture between an arcade game and a graphic adventure. There are over 150 locations to visit and the six cities each have their own taverns, temples and armouries. You'll meet up with over 500 characters who you can fully interact with, and more than 40 types of monster with which to do battle. The game moves very smoothly, running at an amazing 50 frames per second for some of the slickest gameplay seen on a computer game. And, with over 1,500 frames of animation, there's plenty of detail. All in all, with excellent graphics, stunning soundtracks and countless unpredictable scenarios, King's Ransom is a game that should keep you riveted for hours!

King's Ransom will be ready in September and Megazine, as ever, will have the hottest, most up-to-date reviews when we get it.

PC, Amiga,
CD-Rom • Readysoft

King's Ransom





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T.V. sucks.

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Sex can kill you.

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Seems like the perfect time

What about this "music video" thing?

You actually *edit* your own version of an INXS video. Or Kris Kross. Or Marky Mark and The Funky Bunch (there's lots of new music available). Choose from dozens of digital special effects. Maybe insert a few never-seen-before backstage clips. Who knows? You might be inspired to become a big time video director (yes, it's a *real* job).

to introduce you to

What else should I know?

Just that Mega CD is an entirely new, interactive, entertainment experience. All you do is hook it up to your Mega Drive. We've even included bonus games just to get you started. You've simply got to get your hands on one and check it out. It'll blow your mind.



Mega CD.



the 7th Guest



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3. The prize is not exchangeable and may not be converted to cash.
4. The judges decision is final and no correspondence shall be entered into.
5. Description of the competition and instructions on how to enter form part of the competition conditions.
6. The competition commences 1st July 1993 and closes last mail 30th September 1993. The draw will take place on the 1st October 1993 and the winner will be notified by telephone. The winner will also be published in Megazone magazine.
7. The prize is a Mega Drive2/Mega CD 2 Pack valued at \$699.95.
8. The promoter is Megazone Pty Ltd, ACN 003 924 472, 200 Coward Street, Mascot NSW 2020.

THE DARK NEW WORLD OF

CYBERPUNK

tuality is a better description. The term itself came from the 1984 novel "Neuromancer" by William Gibson, which predicted virtual reality. Less than a decade later and we have the promise of virtual reality in our homes before Christmas. Cyberpunk turns away from the romantic 1950's view of science and technology, and replaces it with a

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Cyberpunk is a multi-media movement which

covers films, books, fashion, music, games and

even language. Films such as Blade Runner, Total

Recall and Hardware all fall into the genre,

although largely by default. It is actually

impossible to define cyberpunk precisely, but a

central tenet is the fascination with, and

embracing of, technology, whilst using it for

personal expression.

Just by playing video games, you are buying into the whole cyberpunk ethos. By turning off the TV and interacting with a video game, you are increasingly creating your own reality, not passively accepting one fed to you by another generation. Computer hackers consider themselves at the forefront of cyberpunk, as by their actions they are directly undermining existing authority. As virtual reality becomes more accessible, we will see individuals creating their very own world, and using the technology for self expression.

A central belief of the cyberpunk movement is that, while money is important, it will increasingly become less important in society, as electronic cash transfers become the norm. Knowledge, not money = power.

Cyberpunk is the new science fiction, or perhaps science even-

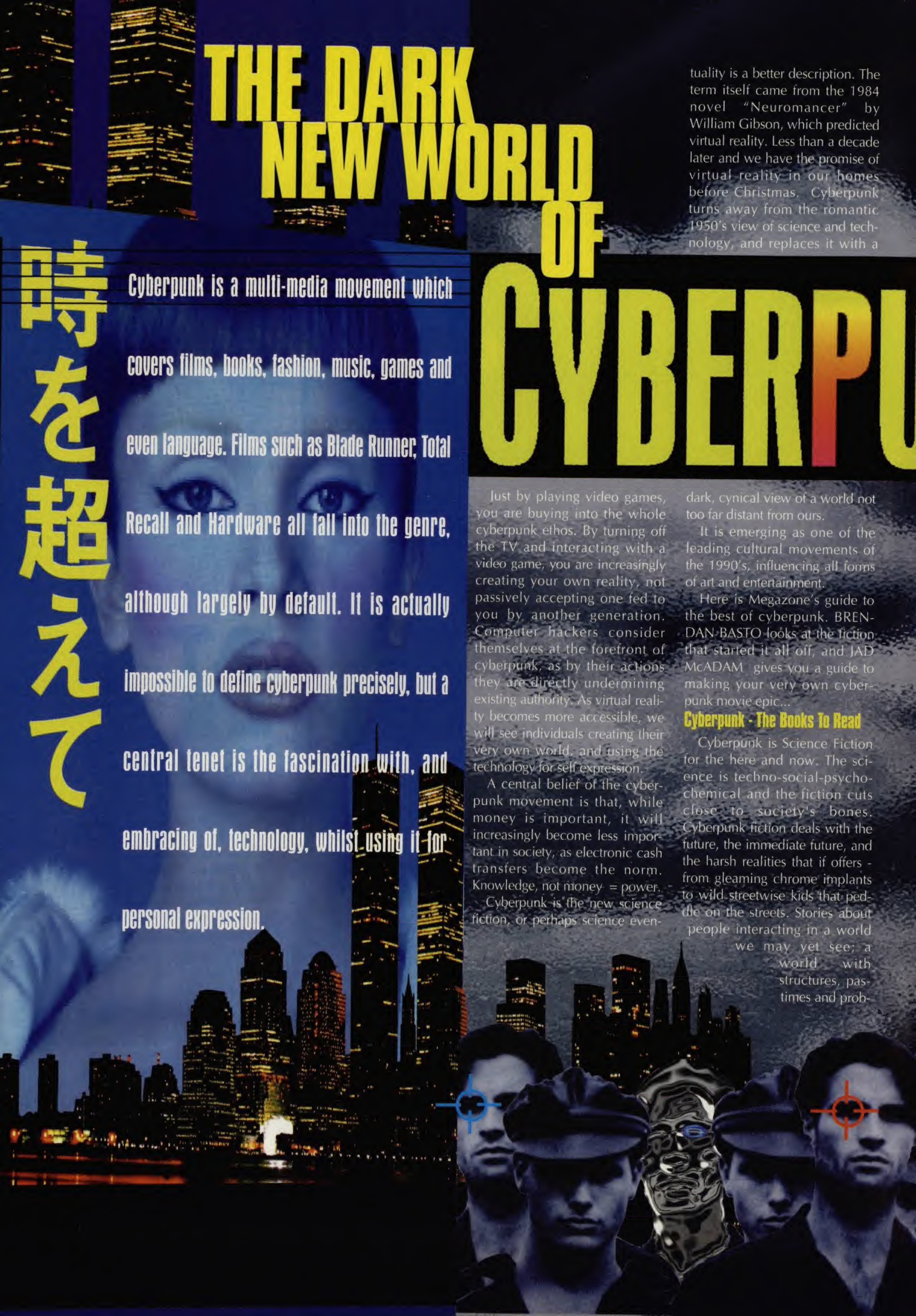
dark, cynical view of a world not too far distant from ours.

It is emerging as one of the leading cultural movements of the 1990's, influencing all forms of art and entertainment.

Here is Megazone's guide to the best of cyberpunk. BRENDAN BASTO looks at the fiction that started it all off, and JAD McADAM gives you a guide to making your very own cyberpunk movie epic...

Cyberpunk - The Books To Read

Cyberpunk is Science Fiction for the here and now. The science is techno-social-psychological and the fiction cuts close to society's bones. Cyberpunk fiction deals with the future, the immediate future, and the harsh realities that it offers - from gleaming chrome implants to wild streetwise kids that peddle on the streets. Stories about people interacting in a world we may yet see; a world with structures, pastimes and prob-



lems that parallel our own. It's all a little faster, smarter, bigger, harder, louder, deadlier, or maybe it's just a better buzz. Dig?

The Cyberpunk author does not play it safe. The possibilities are just too many, and a black picture of the near future is just too apt. Although apocalyptic horror is generally avoided; sex,

drugs, repression, constant exploitation, violence and the constant struggle for survival are re-occurring themes. Generally the multinational corporate identities (the rich, rich, rich

dudes) take over from the Governments as controlling powers, and the gap between the poor and rich widens...

The Haves and the Have-Not-Even-Dreamed-Of, have less and less in common during an ongoing revolution in information, with technology accelerating at an exponential rate. Let's go back and pick a few highlights that might illustrate the evolution of Cyberpunk fiction.

1818 - FRANKENSTEIN **(Mary Shelley)**

A rogue scientist creates life from used body parts. Gothic Romanticism combined with sex, violence and a chase to rival the best of 'em - 150 years on.

1939 - THE BIG SLEEP **(Raymond Chandler)**

This smooth and sharp style maker brought the knight-errant into the 20th Century. A stylistic influence still sampled by the cream of cyberpunk's writers.

1959 - NAKED LUNCH

(William S. Burroughs)

A twisted black comedy told in a very fragmented style. The influence of this book is enormous, and without it there would probably be no cyberpunk. The recent film by one of cyberpunk's most notable directors, David Cronenberg, is also a great example of the genre.

1962 - A CLOCKWORK ORANGE **(Anthony Burgess)**

Mind control experiments in a near future overrun by youth gangs obsessed by sex, ultra-violence and Beethoven (amongst other things). Made into a cult classic motion picture by Stanley Kubrick. (2001: A Space Odyssey)

1968 - DO ANDROIDS DREAM OF ELECTRIC SHEEP **(Phillip K. Dick)**

Super, short lived androids (replicants) are illegally on Earth. The cop MUST destroy them. It's his job. And they are just machines. Right? (Sounds like Bladerunner, huh? Well that's because it is!)

1969 - THE CORNELIUS CHRONICLES VOLS I-III **(Michael Moorcock)**

Jerry is a Nobel Award winning scientist, English Assassin, sexually ambiguous, existentially plotting, lowlife-highbrow rock and roller. With a great car. Amongst other things.

1972 - DR ADDER **(K.W. Jeter)**

Major rogue plastic surgeon-type Dr. Wit has a perverse artistic eye. His clients are mainly kids escaping the numbing mediocrity of middle-class life under the

religious/media-based eye of the Reverend Mox and his followers (MFers). The Urban bizarre with its social decay and moral extremes made this book unpublishable for twelve years.

1973 - CRASH **(J.G. Ballard)**

The erotic thrill of mechanical destruction and violence. This is the forced feedback from force feeding of mass-produced imagery (too many naked girlies and sexy cars has repercussions you know!)

1980 - THE ARTIFICIAL KID **(Bruce Sterling)**

The dream of every kid, or boy at least. He's young and trained in the arts of combat. A master. And he's currently the number one media star.

1984 - NEUROMANCER

1986 - COUNT ZERO

1988 - MONA LISA OVERDRIVE **(William Gibson)**

Gibson put out the major work of the genre in this three-book sequence, bringing all the previous influences into a highly accessible form. The highlights are the Matrix - a pseudo reality for the world's data, and the evolution of life as a catalyst of the evolution of technology.

1985 - BLOOD MUSIC **(Greg Bear)**

A renegade gene hacker injects himself with experimental micro-organisms. Putting new and exciting substances into your bloodstream takes on a new dimension.

1986 - MIRRORSHADES **(Edited by Bruce Sterling)**

To date the ultimate Cyberpunk sampler. Available cheaply as a paperback so you've got NO excuses!

1987 - MINDPLAYERS **(Pat Cadigan)**

Deadpan Allie is a psychiatrist. She works with her patients by

entering virtual representation of their psyches.

1986 - HARDWIRED

(Walter John Williams)

Rollicking good fun as girl, dealing with her endorphin addicted brother and her body-guarding career, meets boy smuggling contraband in a super fast Panzer across the State lines.

1988 - WETWARE **(Rudy Rucker)**

Sentient robots ('Boppers') on the moon want to interface with humans to create the first 'meat-bop'.

1990 - MY COUSIN, MY GASTROENTEROLOGIST

(Mark Leynber)

Sterling quipped that Cyberpunk was essentially data, info etc..., compressed into as little a space as possible. This is that. And more.

1991 - STORMING THE REALITY STUDIO **(edited by Larry McCaffery)**

The single-volume Cyberpunk bible containing excerpts from many of the mentioned books and other facts and fiction that in its whole paints the perfect Cyberpunk picture. Multi-media collage.

1992 - DEUS X **(Norman Spinrad)**

Environmental disaster, the Big Board controlling media education and finance, and the Roman Catholic Church's final hour intervention.

1992 - SNOW CRASH **(Neal Stephenson)**

Realtime armoured Pizza delivery dude is a warrior prince in the Metaverse, on a search-and-destroy mission for the shadowy virtual villain threatening to bring about the Infocalypse.

1993 - VIRTUAL LIGHT **(William Gibson)**

This book from the "Father of Cyberpunk" is so new that the ink is hardly dry yet. It's 2005, California is split into two states, with America divided along lines of wealth and power. Tokyo is rebuilding after surviving Godzilla the Superquake. The Industrial era of the 20th Century is dying, being replaced by chaotic suggestions of a totally new world view - a world of vast information data banks and virtual reality. A bit like the present really...

INK



THE MEGAZONE GUIDE TO MAKING YOUR VERY CYB

It may sound like a lot of work, but making your own cyberpunk flick isn't all that difficult. Like baking a cake, it's just a question of having the right ingredients and mixing them in the proper order.

The toughest ingredients to come by are money and a studio. Once you've got these, it's a breeze. The thing is not to worry too much. All that directing really requires is a big megaphone - given the budget for Terminator 2 (\$160 million), anyone could have made it. And even if you've never acted before, all you have to do is remember that Arnold Schwarzenegger still hasn't.

BASIC INGREDIENTS

There are a number of basic ingredients you will need to bake your cake, sorry, I mean make your cyberpunk film.

Cash - up to \$160 million dollars. This is what the producer is for. They either fork out the money or find rich people to do it for them. Suggest to your parents that if they give you a raise in your weekly

(hammer and tongs) with toasters and water sprinklers for control of the known garage ... sorry, I mean universe.

A studio - you don't need a major studio, like MGM or Warner, but it would help. At the very least you'll need a warehouse or something to film in. Sets may be tough to come up with, but some cheap options include making models out of Lego or meccano, using your parents' 70s furniture, or painting sets made out of cardboard. All these techniques have been used in the making of another fantastic example of cheap cyberpunk (well almost) TV, Doctor Who.

The script - if Doctor Who and Hardware Wars don't strike you as the kind of serious, tough cyberpunk film that you'd like to make, you're

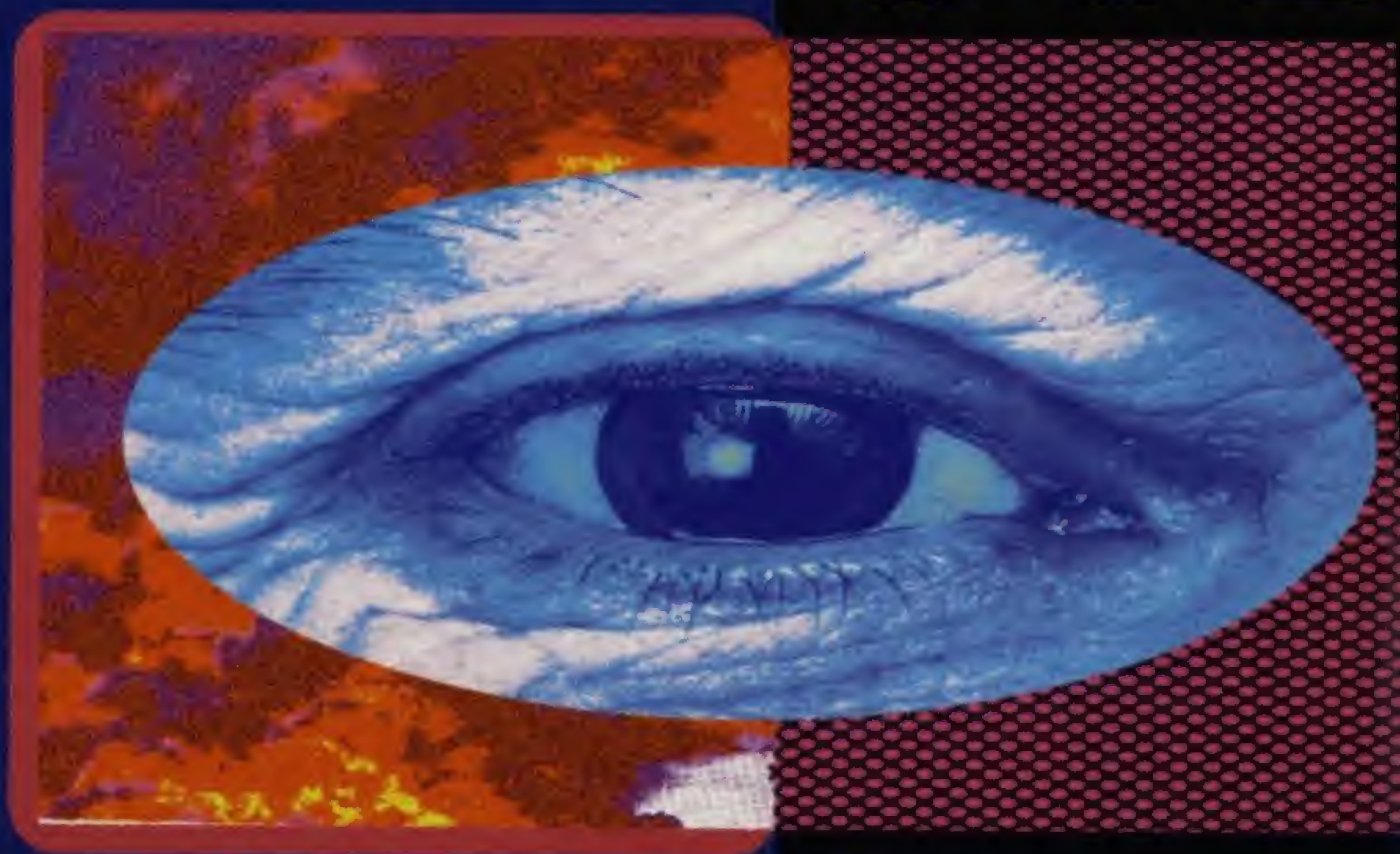
It's almost a rule that in every cyberpunk film something that was previous-

pocket money, to, say, \$5 million, they can have the Oscar for Best Producer when your film wins, and that if you win Best Director, you'll thank them for making it all possible.

However, you can also make your own cyberpunk film for next to nothing. One of the most imaginative cyberpunk films made, and certainly the cheapest, is called Hardware Wars. It stars an odd assortment of hardware, not of the computer kind, but the film-maker's tool collection. It was made on a home video camera. Drills and irons fight

going to have to fork out a bit more money to make the final product. For around \$10 million you could make Escape From New York or Mad Max, so that should give you some idea of how much you're going to need.

You may not want to work on an original script. If this is the case simply pull out one of the books mentioned in the other cyberpunk article and say "Here's one I prepared earlier". Phillip K. Dick, an American science fiction writer who was at his most prolific in the late 1960s, is an obvious choice.



The Running Man, Blade Runner (originally called "Do Androids Dream of Electric Sheep?") and Total Recall (originally called "We Can Remember It For You Wholesale") were all written by Dick.

If you are going to prepare a

bound star, and the obvious choice is Arnie, after the success of the Terminators, Running Man, and Total Recall. If he is too expensive for you, at \$10 million a film, try filling a condom with walnuts (it will look bulky and lumpy like Arnie, and could probably act better). If you're ultra-hip, you'll feature an ass-kicking woman, either with hair, like Rachel

inside someone's body must come out

script from scratch, again it's just like baking a cake. Below is a list of some of the classic cyberpunk ingredients, and the films they are associated with. Use as many of them as you like, but remember, if you put all the ingredients from all previous films together you'll get something like a Great Bleeps, Bloops and Blunders From Science Fiction, or Fortress starring Christopher Lambert, which amounts to about the same thing.

First, you'll need a **muscle-**

Ticotan (Total Recall) or no hair, like Sigourney Weaver (Alien 1, 2 and 3).

Cyberpunk heroes are seldom simple. They don't often meet the traditional standard of a hero who is perfect and beyond reproach. They can have a range of weaknesses, from drug addiction to military backgrounds. They will often use dodgy methods to achieve their ends. A cyberpunk hero wouldn't think twice about hacking into a mainframe, or wasting a sleazoid. Karate is a

OWN CYBERPUNK FILM

useful skill to look for if you're casting.

Most cyberpunk films feature things exploding out of people's chests, noses, or heads - whether it's the lucky alien that gets under Ripley's singlet in *Alien*, the enormous silver boogie that Arnie pulls out of his nose in *Total Recall*, or just someone's head exploding for no particular reason, like *Scanners*, it's almost a rule that in every cyberpunk film something that was previously inside someone's body must come out, and I'm not talking about the lunches of people in the audience.

All the action in a cyberpunk film needs a setting to happen in. Here a totalitarian regime or an oligopoly of nasty corporations is a safe bet. It's also important to remember that most cyberpunk films are set in the future. Despite the fact that more of the world has embraced at least the idea of democracy than ever before, the cyberpunk future is a very scary place, dominated by the all-seeing eye of all-powerful governments or gigantic multinational corporations.

A good example is *The Handmaid's Tale*. It describes an America where the government doesn't just control a woman's right to abortion, but her right to have babies as well. And if you've seen either of the *Robocop* films you'll realise that ads don't get any better in the future, either.

Cyberpunk is a warning

about the worst the future has to offer, a future that may come to pass if we're not careful about what we do to the planet. That's why the weather is always completely stuffed in cyberpunk films. In the cities, the neon signs and giant TV screens drip constantly with warm, cleansing showers of acid rain. If you lived in the Los Angeles depicted in *Blade Runner*, you'd go through a whole heap of umbrellas. Of course if you're making a cyberpunk film you can't use real acid rain, it would damage the cameras. If you can't get rain at all, set the film in the outback where there isn't any rain, or any petrol for that matter, like in the *Mad Max* movies. Or you can find a beach and pretend it's a desert planet, like *Dune*.

One of the differences between cyberpunk and more traditional science fiction is that while in both of them computers talk back in reassuring voices, in cyberpunk the computer that whispers "Glad to be of service" is likely to turn around and attempt to wipe your hero's memory in the next scene. While this goes back to writer Isaac Asimov and his freaked-out robots, it has been expanded on since then. From the totally-scary-but-ever-so-well-spoken Hal, in Stanley Kubrick's classic *2001: A Space Odyssey*, to the paranoid android Marvin in *A Hitchhiker's Guide to the Galaxy*, artificial intelligences have acted according to their

own weird logic.

The particular twist that the most recent, and truest, cyberpunk films give to this scenario is to put humans on a relatively equal footing with self-aware computers. This happens in the place known as cyberspace, the virtual reality of information. Human visitors and resident AIs (artificial intelligences) alike move around a landscape of pure data flow, cracking codes, gaining access and implanting viruses. The man seen as most responsible for this imagined universe is William Gibson, via his novel *Neuromancer*. For a wild glimpse of what virtual reality might look like (at least until the Sega version lets you do it in the lounge-room) try *The Lawnmower Man*. But don't expect much of a plot.

These are the main ingredients you'll need. Take them, fry them under camera lights for a number of weeks, adding liberal doses of mutants, space colonies, computer experts, bizarre prosthetic devices, and harsh industrial interiors. Add sex, drugs, swearing and violence according to taste and rating sought. Towards the end of the cooking process add a chase scene, and unless you're making art cyberpunk, a happy ending. Take the mixture and edit down to a manageable two hours approximately.

Serves anything from 300 million to one billion viewers.

Jad McAdam

Cyberpunk is a warning about the worst the future has to offer.

a future that may come to pass if we're not careful about what we do to the planet.

That's why the weather is always completely stuffed in cyberpunk films.

Computer game design has become a very specialised field.

Gone are the days of two spotty teenage boys creating a new blockbuster on dad's old machine. The computer industry has now developed standards of presentation and format. In order to sell computer games for today's market, designers must become aware of these protocols. It is also important to understand the process used to actually turn game designs into a final product.

For those of you who hope to dive into the sticky honeypot of game design, Megazone asked PAUL KIDD, a successful Australian game designer, to offer these few guidelines. Game design can become a hobby, a career, or even grounds for breakdown or divorce. Just remember: Always use your super-powers wisely...

So You Want To Make Your Own Game

CONCEPT

The most important stage in creating a new game is the preparation of a sharp, clean concept. When creating a game, ask yourself a few simple questions: Is this game unusual enough to stand out from the crowd? Am I breaking new ground? Is this concept really worth the amount of work I propose to lavish on it? If the answers to these questions are all "yes", then take a simple litmus test.

Does your game idea have three new ideas - three points of difference that separate it from other games on the market?

The "three points" test is essential. A publisher will be asking exactly this sort of question as soon as he sees your proposal. Your game must have three new features that even a publisher can spot. These might be program features such as a new operating system or a bright screen layout. They might be story aspects, plot twists or beautiful artwork. The "three points" need not be radically new material. An adventure game can be incredibly successful if it combines an improved operating system, bright artwork and a humorous plotline.

Computer games companies are often extremely conservative. They want to boldly go where no man has

a beginner's guide to computer game

gone before, but not too boldly, and only if they're assured the route is safe! If you present a games company with an idea that is too radical, it may frighten them away.

Finally, when creating a games concept, you must bear in mind the limitations of the target machine. What sort of graphics can be run on the computer? Are your expectations realistic? Games designers must bear in mind the size of the final program. To the publisher, memory is money! The more diskettes included in a game box, the higher the cost of publication. Designers must keep in mind the speed and RAM limitations of the target machine. Will your game be compatible with the computer's operating systems? If you create a proposal that shows a lack of familiarity with the target machine, publishers will rightfully ignore it.

The perfect game concept is something simple that no one else has ever produced.

PROPOSITION DOCUMENT

Once a concept has been formed, it is time to document the new idea and secure a copyright. This is normally done by creating a proposition document.

A proposition document is a short written precis of the game's concept. It must detail out the game's basic idea, and give the reader an idea of what it would be like to actually play the game. This is essentially a sales document. It will be handed to a publisher in the hopes of interesting them in the project. It must therefore be short enough to keep their attention (perhaps 8 to 12 pages of text). The English used when writing the document must be lively and simple. You may use artwork to increase the document's appeal - but make sure the artwork is of a professional level, otherwise the document might look better without it.

As a guideline, your proposition document should contain the following elements:

TITLE PAGE

The game's title must be short and memorable, but not a cliché. It must not have too many similarities with other games on the market. On the other hand, feel free to follow market trends. Putting "ninja" in a title might assure higher sales!



test page from 'Fangs of Kaath', game in progress

me?

sign



Australian game designer PAUL KIDD

Your title page is also the place for you to clearly place your name, postal address and contact numbers. You must also assert your copyright. This is done simply by placing the words "© Copyright", followed by your name and the year in which you first wrote the document.

INTRODUCTORY PAGE

The first real page of your document must be eye-catching. In as few words as possible, describe the driving concept behind the game. Explain its intended audience and target machine, the game style (eg. a graphic adventure designed for a CD system). This paragraph is the "hook" that will hopefully gain the reader's interest. It must be short, clearly written and exciting.

GAME CONCEPT

With the reader's interest caught, it is now time to explain your ideas in detail. Lay out your game idea step by step in a clear fashion, explaining the overall concept, before you begin dealing with details. The reader now wants to gain a better understanding of the game's look and feel, and whether it will be a suitable product for their line. They will be looking for inconsistencies in your plot; possible trouble spots that will require additional design or programming, and areas where the game logic

simply breaks down. Keep these questions in mind as you describe your game.

Many games can be split into two separate streams: Game play and superstructure. "Game play" is the specific heart and core of a game, such as arcade combat or an adventure system. "Superstructure elements" are designed to add depth to gameplay. Thus in an arcade combat game we may find breaks where the player may shop for weapons or choose different pathways on a map. When drawing up a proposal document, it may be useful for you to describe the game play first, and then detail your superstructure systems later.

CONTROL SYSTEMS

The reader will now want to know some specific details about the game interface. What will the player actually do at the keyboard? What controls will be used, and how instinctively can they be handled? Describe such things as joystick functions, keyboard commands, menu positions and screen layout. Ask yourself if these controls are easy and natural to use. Ideally the game controls should be instinctive to use.

ART REQUIREMENTS

How will your game look? The reader will want to gain a visual concept of the game

play experience. Describe the look and feel in general terms, conceiving of the game much as you would a movie.

For proposal document purposes, artwork can be broken up into two basic streams: Game art and "Cinema". Game art includes such things as sprites, screen backgrounds and the like - items that appear on the screen during game play. "Cinema" are non interactive game segments that provide atmosphere rather than gameplay - they are watched like a movie. These include opening story screens, reward screens, scene cuts, etc. Cinema turns a game into a more involving experience for the players.

Describe those aspects of the game art which seem most important. Be brief. This is not a guideline for the graphic artists. It is merely another step in familiarising the publisher with your game.

SAMPLE GAMEPLAY

The publisher wants to gain a clear idea of what your game would be like to actually play. Briefly describe a typical piece of game action, showcasing some of your game's best features. As with all entertainment, leave 'em hungry for more!

This covers the basic aspects of a proposal document. It is your single most valuable sales tool. Make sure the proposal is neatly typed and laid out, although proposal documents need not be in written form! Comic book-style storyboards can work extremely well. I would suggest using these to supplement text rather than to replace it entirely.

DETAILED DESIGN

Creating a detailed game design is a long, painstaking

A BEGINNERS GUIDE TO COMPUTER GAME DESIGN



So You Want To Make Your Own Game

a beginner's guide to computer game

venture. If no publisher wishes to buy the game, your detailed design might all be wasted work. It is best to use the proposal document to sell the concept, and only create a detailed design if a publisher asks to see more.

A detailed design document expands upon the game proposal. It is a technical document meant to be read by programmers, art directors and musicians. "Sales-speak" can go out of the window in favour of down-to-earth documentation.

The design document must describe in detail every aspect of the game. Storyline must be exactly specified. Game mechanics must be described. At the end of the document, programmers and artists should have no questions left unanswered. The technical teams should be able to tuck your design document under their arms and set to work.

To create a design document, list every single aspect of your game and describe them in sequence. Check the document, reading it as though you are coming across the game for the first time. Answer all unanswered questions. Fill in any special side points you feel the game needs. Have another reader check the document and deal with any new issues that they raise. Provide maps and graphics wherever they are needed.

As a final point: Programmers are seldom literate. Major points of your design need to be listed simply and clearly - and repeatedly! I'm not joking...

TECHNICAL SPECS.

The game's technical specifications will be created

from your design document. This is not normally a task for the games designer. Usually a publisher has senior programming staff who will handle all aspects of the program design. After some very expensive lunches, four working meetings and a trip in the company Porsche, they will create a detailed technical document which will guide programmers in their creation of the game code.

ART SPECS

The art director of a company will also need to create a list of the art tasks his graphics teams must handle. By examining the game design document, an art specification document will be created. This lists every single piece of art that will be required to create the game. Contents include a list of every creature's animation cycles; The background screens and the elements which compose them: Cinema screens, title screens, end game screens, the copyright notices and company logos...

Game designers can be called on to assist with this process, but art direction for computer games is a specialty field.

SOUND AND MUSIC SPECS

The sound engineers will also need to begin work. Like everyone else, they will need a breakdown of the tasks required of them. By examin-

ing the design document, they will discover what sound effects are needed for your game. A sound spec document will be created, listing all of the sound effects, musical themes and fanfares required.

IMPLEMENTATION

The programming of a game is a long and tedious process. Here is a breakdown of the typical processes involved:

THE PUBLISHER

Publishers use market research teams to determine the type of games they wish to produce over the coming year. A publisher will only have a few teams capable of working on projects "in house". This means that many games are farmed out to development companies.

THE DEVELOPER

If a game winds up in the hands of a developer, this adds a new level of bureaucracy to the game production. In addition to the needs of the publisher, you must now also deal with the developers. Sometimes developers and publishers have different visions of the true nature of a project.

If you give a game to a developer, then your royalties will often come from the developer and not the publisher. The developer's art teams and programmers will be solely responsible for the completion of the game.

THE PRODUCER

"A producer is given a staff of artists and programmers, and beats them with a stick until the game is done"

GIVE ME THAT DAMN BOTTLE OR I'LL WORK YOU OVER!

FAT OLD COW! OFFSPRING OF A HOPPING TOAD!

Design



The success that is SONIC 2

All games are assigned a producer. Like a movie producer, this individual is responsible for the administrative aspects of the game. A producer is given a staff of artists and programmers, and beats them with a stick until the game is done. All correspondence will be routed through the producer, and he is the individual who (in theory) sees the "whole picture" of how well the game is progressing.

THE DIRECTOR

Few companies use directors in their projects, and this is the most critical failure of many projects. A director is the custodian of the project's creative light. A director has a vision of how the game is supposed to look and feel, and how the story is meant to flow. They will edit artwork and gameplay to guide the game to a satisfying end product. This places them in a crossfire between publishers, developers, producers and designers. Most directors are bald, chew their nails and have a nervous tic.

DEADLINES, MILESTONES AND TASK DIVISION

A game is assigned a timetable for its completion. Typical deadlines may stretch across a year or more. Arcade games are swift to execute. Adventure games are the most time consuming. Figure a minimum of a year for an adventure game to be completed,

unless the game uses an already established operating system.

The game's timetable will now be divided up into segments called "milestones". These are set times at which tasks will be completed. Thus a first milestone might be the completion of the game's technical specs. The next might be the creation of the game's core artwork, and then programming achievements, etc., etc. Milestones allow producers and publishers to check upon the progress of a project.

QUALITY ASSURANCE PROCESS

Quality assurance is one of the most vital parts of a developer's job. The development company will endlessly test the game as it emerges, ironing out bugs and story inconsistencies. The public are unforgiving if a flawed product reaches their hands. Thousands of man hours must go into "cleaning up" the game so that it is ready for release. "Q/A" teams also provide a creative input to the game. They will recommend the little touches (called "chrome") needed to give the product that certain extra something.

FINAL RELEASE

The publishers now take the project back under their wing. Covers, manuals and assorted toys are now designed, and the game is booted off to the printers. A

marketing strategy has hopefully already begun to wrap its tentacles around the brains of an unsuspecting public.

There you have it. Your very own game is on the shelves! Expect your first royalties nine months after the game's release. Wash dishes or wait tables in the meantime. Then if it's a success along the lines of Sonic or Zool, you'll never have to wash dishes again. If it somehow doesn't manage to set the world on fire, at least you know what to do the next time!

CONCLUSION: WHY DO IT?

The fame? The babes? The rubber suits? Personally I do it for the fat wads of cash and to help keep me off the streets.

There are many rewards to designing your own games. Game design can provide a very healthy income. There is an enormous satisfaction in seeing your own work on the shelves. In the end, rewards come only to those who untiringly work towards their goals. Stop talking about it and

JUST DO IT

Good luck!

BEGINNERS GUIDE TO COMPUTER GAME DESIGN

"Expect your first royalties nine months after the game's release. Wash dishes or wait tables in the meantime. Then if it's a success along the lines of Sonic or Zool, you'll never have to wash dishes again"

D O U B L E

Double Dragon is the original simultaneous two player game. It has spawned countless copies and games of the same genre. But just about everybody would know the original Double Dragon. Now it is time for its latest debut on a gaming system, the Game Gear.

The ultimate goal, however, is to find the girl of your dreams who was once in your arms, and then suddenly taken hostage by an international drug smuggling ring. The police have decided that there's too much at stake, with a big bust planned. So it's up to you to save your girlfriend and take the law into your own hands.

Being on the Game Gear I was a little apprehensive on how the game would appear and, more so, how it would play. But once I picked it up it was hard to put down.

The main character's sprites are the most striking feature of the whole game. Big, bold characters with great definition and colours really makes the game appeal visually. The backgrounds are very well displayed and create a really sinister atmosphere, as the detail to each level is great. The sound was also quite good and the tunes that accompany each level suit the whole game very well.

Another good point is that the bad-dies that you have to fight include a vast array of enemies that each have to be defeated in their own style, therefore they have to be approached in different ways. Along the way are various items that can be picked up to help you fight the hordes of enemies—these include bats and guns. But even throwing the enemies can be useful at times.

The moves you have to use to progress through the levels are punch, kick, jump kick and there are a couple of other tricks up your sleeve. But you'll need more than that if you want to make it through 6 levels of the most hectic beat-em-up action to be seen on

the Game Gear. You'll have to romp through deserted streets, skip through a deserted bar and eventually stroll through the not-so-deserted enemy headquarters. Definitely a must purchase for those with a Game Gear who have that sadist streak in them.

NICK SMITH



D R A G O O N

MICKEY MOUSE

L A N D O F I L L

Mickey Mouse was reading a book on fairy tales one day. It was really boring, you know, all about princesses, kissing frogs 'n' stuff, and so he fell asleep. Imagine his surprise when he awoke from his slumber to find that he wasn't in his living room at all, but in a real fairy tale land! He was in a gloomy village and a girl (who looks suspiciously like Daisy Duck if you ask me) told him a tale of woe. Something about a bad man nicking a crystal that protects the village, and now everything's gone horribly wrong.

Determined to right the wrongs, Mickey sets out on his quest. The different levels feature distinctly different backgrounds such as a forest, lake, blacksmith's forge and so on. Mickey makes his way through the levels by running, jumping and eating heaps of cream cakes. There are nasties galore and contact with them decreases everyone's favourite rodent's energy levels.

Mickey has a special attack that involves jumping on them and sticking his bum in their faces. Don't ask what he does, but it seems to put them out for the count. There are chests scattered around the levels and inside most of them is the aforementioned tucker. Sticky buns may be an unpleasant complaint caused by humid climates or not wiping properly, but to Mickey they are just the thing for boosting those flagging energy levels.

Graphics are excellent, and the Mickey sprite, though small, is excellently detailed and instantly



Graphics	89
Sound	84
Music	86
Playability ..	85
Lastability ..	86
Difficulty	85
Atmosphere	86
Mental	84
Overall	85

REVISION

Graphics	94
Sound	75
Music	77
Playability	93
Lastability	87
Difficulty	88
Mental	79
Atmosphere ...	86
Overall	92

recognisable. The animation is fab, with lots of Sonic-like waving of arms when Mickey's balancing precariously near the edge of a platform. The gameplay is very linear, and every time you play afresh you have to make your way through



previously conquered stages. This doesn't seem to matter, though, as once you've learnt how to handle a particular level you can zip through it in no time. You have enough continues to ensure you get a little further each time and, with 17 stages, it should keep you going for quite a while.

Mickey 2 is a truly excellent game and one that should be an addition to any Game Gear owner's collection.

ADAM WARING



Tale Spin follows the exploits of Baloo and Kit, two bears with attitude and a neat line in cargo delivery. They specialise in international freight transport and all would be hunky dory doody dandy if it weren't for their business rivals Shere Kahn, an unscrupulous bunch who'll stop at nothing to take the lucrative contract from our furry friends.

Baloo is big, fat and the stronger of the two. Kit is small, agile and can jump higher. You can choose to play either of them. If you have a Game Gear-owning chum, then you can play together as the different characters, providing you both have a copy of the game and a Gear-to-Gear cable, of course.



There are eight countries to collect crates of cargo from. In each land, you have to jump around on platforms, collecting crates as you go. There are plenty of cute-but-nasty creatures on the way, such as trench coat-wearing tigers and karate cats. Luckily our heroes are armed; Baloo has a paddle bat while Kit fires a slingshot. When you have ten crates you can go to the customs office where you have to do battle with your rivals. These guys get tougher as the game goes on.



Every now and again, between countries, a shoot-'em-up section sees you at the controls of a cargo plane. The enemy are out in force and will try to remove you from the sky with a barrage of bullets and bombs. You can shoot back, though, and plenty of mid-air power-ups help you along.

The graphics are good, though not totally excellent. The sprites are quite small, and sometimes get a little confused with the backgrounds. Still, the characters are recognisable from the TV cartoon, even on the Game Gear's tiny screen. The gameplay does seem to slow down a little at times, especially when there's a lot happening on screen at once.

Tale Spin is good fun for a few plays, but it's not unmissable. It's just doesn't have that certain something that makes a good game a great game. Still, check it out.

ADAM WARING



Rise and shine, gamers, as we head towards the mid-year confusion of what's coming and what's not. Before we get into the thick of it all, I have a confession to make. Last issue I wrote about new Atari Jaguar games to come soon. I, for the first time ever (*yeah, sure!* - Ed), fell for a cruel April Fool's Joke and I promise to be more careful in what news I offer.

Now that that's out of the way, I can now tell about some wonderful new attachments coming for the Mega Drive. Up front is the TAP. The TAP is the new 4 player adaptor for games such as Turtles, etc. and the first game to utilise this spiffy gadget is Ultimate Soccer. This could come out before Christmas but that depends on game support. (By the way, Streets of Rage II does not work with it.)

Getting a way from Sega for awhile, Figitsu, the people responsible for the not-so-famous FM Towns, are planning to hit the console market with the world's first CD-based console. Boasting 32bit power and 167,700 colours it sounds fairly impressive. But whether or not it would sell in a now crowded market is yet to be seen. The Marty (its new found name) is not certain of an Oz release yet.

Speaking of 32bit machines, EA's system, the 3DO, is making strong progress and looks like being the big system of tomorrow. Atari are still promising big things, but still no actual proof. Sega have no current plans for a 32bit sys-

tem as they still have things to prove with their Mega CD.

And speaking of the Mega CD. These are the latest titles planned for future release - Mad Dog McRee 1 and 2, Space Pirates, Alien, Mortal Kombat (get over here!), WWF, Ecco, Spiderman, Wing Command and lastly Sonic CD - Time Attack, which is hopefully going to spice things up a bit. As for the Mega Drive we have some hot new titles beginning with SF II - CE

WOTZ

(I'm sick of it now, but I must admit it looks lapable!) Brett Hull Hockey (even though Brett Hull sucks, it looks good!) Who Shot Johnny Rock?, Danny Sullivan, Indy Heat, Pit Fighter 2, Mortal Kombat, Mig 29, Bart's Nightmare, Humans 2, Jeopardy 2, Pirates Gold (looks great from playing it yesterday!)

Lastly I'll close off by saying that Night Trap is under fire from

copyright mobs who accuse it of encouraging violence towards women. The press have had a picnic (especially those who report on Diana's love child from Mars, etc.) All I can say is that I

hope they listen to both sides before we are denied being able to play this double CD game for ourselves! (*Well, sorry to say but I don't think you're going to get to play it. The "Moral Majority" thought that it was a bit too violent, especially towards women - Ed*)

Anyhow gotta go as the Turtles are awaiting me on the Mega Drive! Remember kiddies the only thing stopping Raiden from giving Guile a fatality move is copyright. Finish him!

Brian Costelloe
CONSOLE FREAK



GAME GEAR

1. MICKEY 2
2. CRASH DUMMIES
3. KRUSTY'S FUN HOUSE
4. PREDATOR 2
5. TOM AND JERRY

HOT! TOP 10 PREDICTIONS

MEGA CD

1. ROAD AVENGER
2. SEWER SHARK
3. TIME GAL
4. MAKE MY VIDEO
5. SHERLOCK HOLMES

MEGA DRIVE

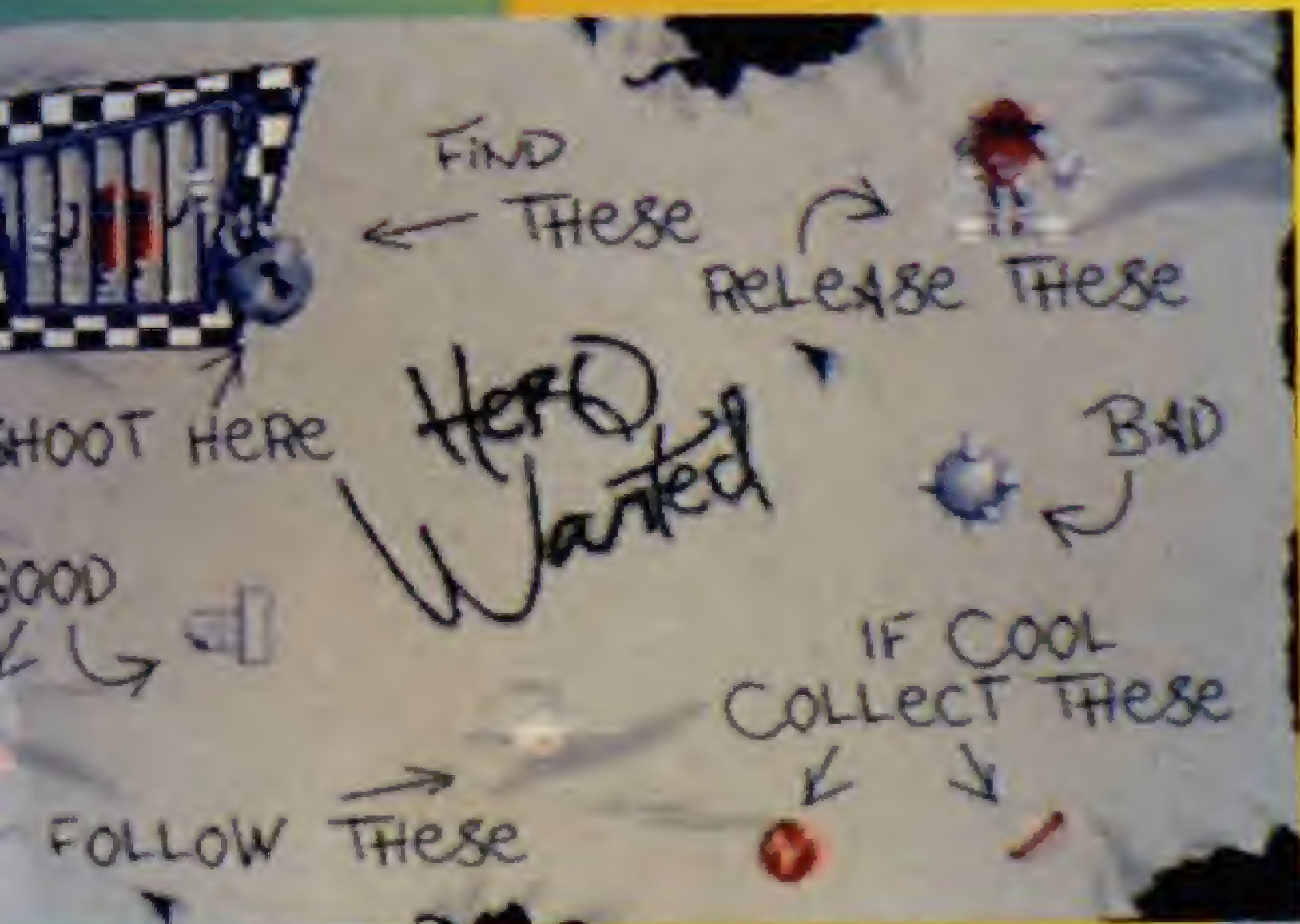
1. FLASHBACK
2. COOL SPOT
3. GLOBAL GLADIATORS
4. BUBSY
5. SUPERMAN
6. STRIDER 2
7. ANOTHER WORLD
8. FATAL FURY
9. MUHAMMAD ALI BOXING
10. FLINTSTONES

MASTER SYSTEM

1. STREETS OF RAGE
2. GLOBAL GLADIATORS
3. SUPERMAN
4. STRIDER 2
5. CRASH DUMMIES
6. KRUSTY'S FUN HOUSE
7. MASTER OF DARKNESS
8. PRINCE OF PERSIA
9. RAINBOW ISLAND
10. WONDERBOY IN MONSTERWORLD

COOL

s p o t



PLEASE, DOCTOR. HELP ME. I KEEP SEEING THESE LITTLE RED SPOTS. AND WHAT'S WORSE, I'M IN LOVE WITH ONE OF THEM - THE ONE WITH THE SUNGLASSES. YES, I KNOW IT WOULDN'T WORK OUT BETWEEN THE TWO OF US. YES, I KNOW THAT HE'S REALLY JUST THE CREATION OF 7-UP'S ADVERTISING MEN, A CUTE BUT BURSTING WITH STREET CRED CHARACTER DESIGNED TO SELL MILLIONS OF CANS OF LEMONADE. YES, I KNOW IT'S NEARLY ONE HUNDRED DOLLARS FOR THE FIRST CONSULTATION. AND YES, I KNOW IT'S JUST A VIDEO GAME. BUT HE'S JUST SO COOL! AND IF I CAN ONLY HELP HIM THROUGH LEVEL NINE, THAT SPOT WILL BEAR MY CHILDREN....



COOL SPOT IS HERE,

Lock up the women-folk. Yep, just when you thought it was safe to be a Mega Drive man again (for God's sake, Streetfighter II's due soon!), after Sonic, Ecco and Mickey proved that your mother, your girlfriend or even your wife (are you really that old?) could enjoy gaming as much as you could, along comes Cool Spot to rob you of precious time with your machine. But surely it will take more than a cute little red spot to make a big, boofy bloke like you, a hardened gamer who's seen it all and then some, blubber uncontrollably in front of the television? No, it won't. You see, Cool Spot is one of the most polished games you will ever see. A fabulous character starring in a fabulous platform romp - what more could anyone want?



When the spot takes a break he whops out his yo-yo! - COOL!

levels in order to find and set free other Spots (none as cool as he) trapped in cages. But before he can shoot off the lock to a cage he must have collected enough spot-items (or "red spot specials") from the level. All of this must be done within a time limit. One very cleverly designed and drawn pre-game screen explains it all.

The strength of the game is Cool Spot himself. Who would've thought that a flat red spot in sunglasses and hightops could be cooler than Sonic? Cool Spot is superbly drawn and animated and the attention to detail is faultless. What's more, unlike Sonic, Cool Spot has a voice to enhance his character and all-round lovability. He

might not say much, but it's more than enough.

When you first plug in the cart, Cool Spot is there, bouncing and squealing under the Sega logo. He pushes in the Virgin logo, then surfs on a 7-Up bottle in the intro to the tune of "Wipeout". And from there he just gets cooler - right down to when he watches the game's closing credits.

Toying around with the Spot.

ON THE SPOT

Even standing still, Cool Spot is way cool. If you thought Sonic's foot-tapping/watch-checking routine was good, get a load of Cool Spot's moves: he clicks his fingers and taps his foot in time to the music, he cleans his sunglasses until they're spotless, gets out his yo-yo and does a few tricks (he can even walk the dog), dusts himself off after a fall - and when he's really bored, he'll let out a huge, spot-stretching yawn. And all this is accompanied by great voice and (forgive me Stuart) spot FX.



Pier Pressure's still a problem, even when you're as cool as this spot!

COOLER THAN SONIC?

Cool Spot is the star of the 7-Up commercials in the USA. As usual, we get second best: Fido Dido. Thankfully, Virgin have decided to produce Cool Spot, the game, and not Fido Dido, the Mega Drive nightmare.

Cool Spot, armed only with the ability to shoot soda bubbles, must explore eleven platform-and-enemy packed



ON THE MOVE

Thanks to the superb animation, Cool Spot's even cooler on the move. Besides his basic funky strut, he can jump, somersault (for extra distance), climb, hang off balloons (watch him flap about in the breeze), or hitch a ride up in an air-bubble. All of these movements are very smooth, very fluid, and of course, very cool.



Cool Spot doing the Loco-Motion.

BUT WHAT ABOUT THE GAME?

So, Virgin have produced a cart with more gloss than a whole series of 90210, but what about the game underneath? Well, it's really nothing more than your basic cutesy platformer. As a game, Cool Spot lacks that something special to make it cooler than Sonic. But then, that's a tough standard to beat. Cool Spot is still one of the best examples of the cutesy platformer that you're ever likely to find. Graphics, sound, gameplay and presentation - it's all in there.

Experienced gamers may find that Cool Spot (much like that other slick Virgin release, *Global Gladiators*) just doesn't give them enough to do, but that won't stop them from wanting to do it! Cool Spot is immediately playable and the controls — the jumping and eight-way shooting — are both responsive and precise. Individual players can set their own difficulty level: easy, normal, or difficult. If you fancy yourself as a bit of a games whiz though, don't play the game on easy.

There are eleven levels to complete and some great bonus levels too. Each level looks very different, but the basic game-play stays the same. This is a very pretty game, and the backgrounds for each level are stunning and quite imaginative. The parallax scrolling is faultless (Slowdown! Never heard of it), creating a truly three dimensional playground for our hero. Here's a quick run down of what Cool Spot will have to face in each of the levels:

GRAPHICS.....	94
SOUND.....	93
MUSIC.....	90
PLAYABILITY.....	95
LASTABILITY.....	82
DIFFICULTY.....	78
ATMOSPHERE.....	94
MENTAL.....	84
OVERALL.....	92

SHELL SHOCK - Cool Spot hits the beach. Groove to the steel drums and the Calypso beat. Mind those nasty crabs though - shoot their shells off and check out their boxer shorts!

PIER PRESSURE - Fun and games on the pier. More crabs to fight and clams too. And what about the flies this summer?

OFF THE WALL - Check out the dangers behind the cob-webbed walls. Spiders and cheese chucking mice call this place home.

WADING AROUND - Cool down even more in the wading pool. But watch out for the frogs, and remember, Cool Spot can't stand water.

TOYING AROUND - Remember Toyland in *Castle of Illusion*? Well these toys are even less friendly.

RADICAL RAILS - Cool Spot's fallen into a construction zone full of conveyor belts, automatic lifts and slippery slopes.

WOUND UP - Hey, isn't that the robot from *Lost in Space*? Danger, Will Robinson, danger!

LOCO MOTIVE - My favourite level. A high speed Western shoot-out aboard a toy train as the Marlboro Country theme blares in the background. And when you reach the end of the train, the only way is up.

BACK TO THE WALL - Umm, you go back to the wall.

DOCK AND ROLL - Back to the pier.

SURF PATROL - Back to the beach (without Frankie Avalon).

No doubt about it, Cool Spot is one serious dude. The game itself could've done with just a bit more size and toughness - then Sonic really would be shivering in his pointy red sneakers. As it is, he'll still have to make room for the new Spot on the block because Cool Spot is destined for stardom.

ANDREW HUMPHREYS



His name is

SUPERMAN

and here is how he

In 1936 the World's longest running comic book, Detective Comics (DC), which now centres on Batman, hit newsstands across America. One of its stories focused on action-hero Slam Bradley. This human hero was created by Jerry Seigel and Joe Shuster, two young boys out of Cleveland. Two years later, in 1938, these same young men went to the publishers of DC with a brand new character.

He was a humanoid from another planet. His powers were special because his people were more advanced than us, not because of a different sun. He could leap 1/5 a kilometre, but flight was not possible. He could lift a car but couldn't move a mountain. He was resistant to bullets but a runaway train could kill him. He had no special optic powers, he saw like you or I.

Although this hero sounds very unremarkable his powers would grow to become unbelievable. His popularity would grow to such heights that to most he was more recognisable than any character in any literary field.

Action Comics 1 hit the stands in May 1938 and was an instant success in depression-hit America. In less than a year, dozens of imitations were to appear throughout the industry. In fact every character today owes something to Superman.

In 1941 he became the first comic-book (not comic-strip) character to have his own comic series. In 1940 he gained his special optical powers, he could fly by 1942 and also bend steel. By 1949 he could withstand a Hydrogen bomb blast. In 1944 he became the first comic-hero to have his own radio-serial. It was here that Clayton Collyer, the voice of Superman, coined those immortal words "Up, up and away!"

In the 1950's, when comic sales took a nosedive, Superman constantly sold close to a million copies a month. It was during the 50's that his first feature film would be made, again a first for a comic character. The man who played him was George Reeves. He went on to star in all 104 episodes of the TV series and was to be the definitive Superman actor. He walked, talked and stood like a Superman. He was to die in 1959, two years after the series ended, at the age of 45. Police called it suicide but to those who bothered to look, it is unsolved murder. Even in death George couldn't shake off the role. The headlines read "Superman Kills Himself." This typecasting was something Christopher Reeve would be forced to endure nearly 30 years later.

During the 60's, Superman was still the best-selling comic book, a position enjoyed for over 30 years. It was at this time that his powers reached the extraordinary god-like ability he was renowned for.

Sales started waning in the 70's as the stories started plumb-





ing the unbelievable. This trend was reversed by the huge success of Superman - the Movie. This was the definitive Superman movie, sticking faithfully to the legend. Unfortunately, movies II through IV didn't rate with most viewers, and sales plunged accordingly.

By the Mid-80's Superman was fending off a new-foe, Super-poor sales. The character had become staid and was too familiar. There was nothing new to learn about the Man of Steel. To correct this D.C. commissioned John Byrne to retell the Superman myths in the six issue Man of Steel mini-series. Breathing fresh life into the character, this was the series which set the foundation for the Superman we now know. The Superman who died.

Superman died at the hands of a previously unknown enemy, Doomsday. He died doing what his whole life was devoted to, protecting the innocent - sacrificing his life so that we may live.

Never has a comic event generated so much interest. In fact, the interest rivalled that of a real star's death. People lined up to

Superman lives on through your Sega, though. We reviewed the Mega Drive version of the game last issue, and now the game is due to fly onto the Master System and Game Gear.

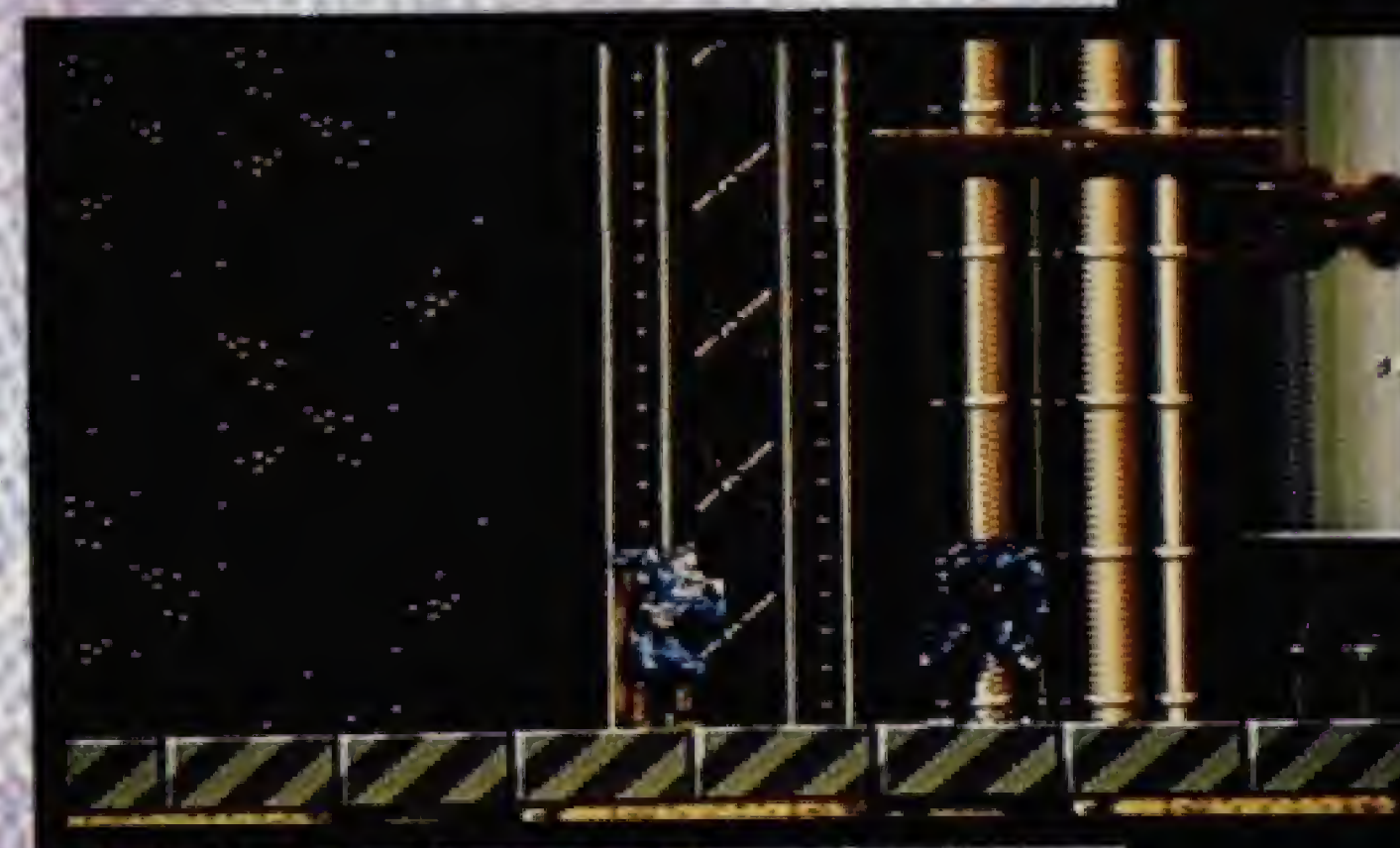
It's the usual story. **Super hero** meets girl, girl gets kidnapped by arch rival, super hero sets off to **rescue** girl. Yep, old Lois has got herself into a spot of bother and has been taken hostage by the dastardly Brainiac, who's also sent out several **henchmen** to try and put an end to Superman's rescue mission.

The game is split into five separate rounds, and, let me tell you, they're as tough as nails with a special **kryptonite** coating, and will give even those with the most extraordinary superpowers a few things to think about. Each level is split into two parts: a scrolling platform round and a sort of fly-'em-up, where you **punch** the bad guys out of the sky.

All three versions of the game - Mega Drive, Master System and Game Gear - have **great** graphics and the **gameplay** is pitched at a level that ensures you won't be finishing in a hurry!



Mega Drive



Master System



Game Gear

evolved

buy. People who forgot that comics of Superman were even being printed.

Unfortunately, many of these people were soured by the experience. It started out as a chance to rework and update a legendary character and produce an outstanding story by Calin and crew. It was turned and twisted by D.C. marketing and retail outlets into a short-term money-making scam. Dealers charged at least \$10 the day of release. Not all dealers, but just enough to spoil Superman's image.

So if you are one of these people who felt manipulated by those people take a moment out to remember. Remember the man we grew up with. The man who inspired us through honesty, compassion, sacrifice and controlled retribution. Not like the violence-obsessed heroes of today. He showed many a child the worth of good values.

The real Superman is dead. Yes, there are four more being created by DC now. But these aren't the Superman we know and loved. The Superman Seigel and Shuster created. The Superman George Reeves embodied.

Superman 1938-1992 R.I.P.

WAYNE LAWSON

Megazone has some great prizes for all those Superman fans out there.

- 1st prize** • Two lucky readers will receive a spunky Sega Mega Drive along with a copy of the new Virgin Games release, Superman.
- 2nd prize** • We have 5 copies of Superman - the Game, to give away on the Sega format of your choice - Mega Drive, Master System or Game Gear.
- 3rd prize** • There are 10 copies of the Superman #500 comic (where he comes back to life) to give away to fans of the Man of Steel.

All you have to do to be in the running for these pants wettingly good prizes is answer the following questions:

- 1. Who is the enemy Superman fights in the Sega game?**
- 2. Who is the enemy who kills Superman in the comic?**

Send your answers to these ultra-taxing questions on the back of an envelope to:

**Mega Superman Comp
Megazone
Locked Bag 7
Rosebery NSW 2018**

Please include your name, age, address, phone number and Sega system owned on back of the envelope. The prizes go to the first correct entries drawn by the Mega Ed on the 4th of August, which means entries close on the 3rd. Bribes will be accepted (please make cheques payable to Mega Ed c/o Megazone. Ta!)

Shining Force



ventures out and crushes the Runefaut army attacking the Gates of the Ancients. You quickly find that in your absence, Guardianna has been besieged by the vile hordes of Runefaut. In the ensuing battle, you break through into the city only to find your beloved hometown in ruin. All

sega has definitely hit the spot when it comes to role-playing games. they've given us the incomparable phantasy star series, the absolutely huge might and magic, and shining in the darkness, with it's cartoon-style graphics. was unforgettable. the latest rpg to join this most prestigious list is shining force - the legacy continues, which is the eagerly anticipated sequel to the aforementioned shining in the darkness.

hope seems lost forever when you learn your King is fighting desperately for his life. In his dying breath he reveals that Dark Sol has returned as Dark Dragon, evil in its purest form.

In complete turmoil, the world of Rune looks to the Shining Force as its last champions capable of halting Dark Dragon's vile machinations.

It has been 1,000 years since the events which took place in Shining In The Darkness (this being a popular time between sequels i.e Phantasy Star II - III). Milo Pyra and yourself have rescued Princess Jessa, defeated the evil menace that was Dark Sol, and restored peace and tranquillity to the kingdom of Thornwood.



The adventure gets underway in the City of Guardianna. The citizens of Guardianna have a huge weight upon their shoulders. They are responsible for guarding The Gate of the Ancients. What this portal holds behind its warding gates, they know not. What is known, is that if the gates were to be breached the world of Rune would be plunged into eternal darkness.

You are an aspiring young swordsman of Guardianna While training you learn that the armies of Runefaut have surrounded the gates of the Ancients in the hope of releasing whatever darkness it is that lies beyond.

Of course, in the grand old tradition of role-playing games, Dark Sol swore his revenge upon the world, as this is always a good sequel opportunity. In fact, Dark Sol's vow of revenge is the only link between Shining Force and its predecessor (apart from the basic gameplay, but more on that later). Apart from being set a millennium after its forebear, it would seem that it takes place in a different world entirely.

The King decides that you shall assemble a small group and lead it out of the city to halt Runefaut before they succeed in their vile deed. So it is that the Shining Force boldly



I saw our land in ruins. Evil creatures roamed our halls! It seemed so real!

Priest describing fate befalling the land

To defeat the Dark Dragon, you find yourself venturing through eight different scenarios, each varying greatly in the tasks, foes and locales presented. You find yourself fighting through crumbling castle ruins, sweeping mountains, gloomy forests, dark underground caverns and a very festive circus. (Yes, I also thought it funny at the time but after four valiant but unsuccessful attempts at defeating the hell clown within, I lost the smirk with which I entered.) There are an innumerable number of foes waiting to leave you a bloodied heap on the ground. These include the standard goblins, dark elves and zombies. As well as these some weird ones have been thrown, like dolls, man-eating mermen and a device called the Laser Eye.

Yes, it sounds a bit worrying but you'll have plenty of help along the way from a diverse range of characters. You can have up to 11 characters helping you at any time including archers, wizards, priests, centaurs, hawk-men and Zappa, the coolest RPG character you'll ever see. When I played 16 characters were found, and I think I missed a few, but only 11 can be taken. The remaining characters must be left behind at Shining Force

Secret Headquarters which somehow appears in every city you visit.

So we know Shining Force has an excellent, if somewhat cliched, plot with an enormous variety of locations, characters and monsters thrown in to the recipe. But I can hear you all asking, "What does it look like?" Well, Shining Force is the most visually stunning RPG that you'll see on any console anywhere. The fight scenes throughout the game have to be seen to be believed. The animation and colour are superbly done, with some very large, well-defined sprites thrown into the bargain. Shining Force keeps the cartoonstyle of Shining in the Darkness, but enhances the effect even further.

The sound is outstanding, with crystal clear effects throughout. The tunes are great and surprisingly not the least bit annoying. In fact they help build a superb atmosphere to enhance an already tense plot.

Put simply Shining Force is the best produced and most polished RPG we've seen so far on the Mega Drive. The programmers have utilised every bit of the 12 Mega that has gone into this game, and it makes me keener than ever to see the 16 Meg RPG, Landstalker.

But undoubtedly the most important aspect of any RPG is the playability and lastability. The command and menu operation is exactly the same as Shining in the Darkness. This enables players of that game to jump in straight away. Newcomers will have to spend five minutes learning the controls.

The game's outstanding feature is the simulated strategic combat used throughout the game. This new combat system allows players more strategic control over their character's attacks. You definitely have to think during combat, unlike some other RPGs.

My only disappointment with Shining Force is the linear form it takes. The path you take is pre-determined and very rigid, allowing for very little lateral thinking. The only task you have to concentrate on (apart from defeating the Dark



Hero wandering through the city

Dragon) is finding those elusive Shining Force wannabees.

Overall though, Sega have managed to capture the middle ground with this one. Experienced players will be kept enthralled by the atmosphere and strategic combat, whilst novice players will find the control system and role-playing elements extremely easy to pick up.

Shining Force shows the shape of things to come with console RPGs and is a must-have for all players. Whether you've played RPG's before or not, you'll absolutely love it.

WAYNE LAWSON

graphics	93
sound	90
music	85
playability	90
difficulty	78
lastability	85
atmosphere	90
mental	75
overall	90



Tao L1
HP 19/19



Tao casts BLAZE level 1!

Mage about to cast spell



TINY TOON ADVENTURES



seven main areas to explore: the Plains, Fungusamungus Forest, the Deepdark Caverns, the Lava Caverns, the Shipwreck, the Snow-covered Mountains, and Montana Max's Factory. Clear a level and a line is drawn on the map. You can return to any level you've cleared whenever you like. A lot of the levels have more than one exit, so it's a good idea to have a good look around.

To finish a level, you need to find Gogo Dodo. Get



to him and he'll open up an exit. But getting to Gogo is often harder than it looks; every level is packed with enemies and hazards. Buster has to pull out all of his moves to survive.

Bust a move

Buster's not your ordinary bunny. Sure, he eats carrots and hops, but can other bunnies swim, crawl under gaps, or slide down ropes with their ears? Just like Sonic, Buster builds up speed very quickly. When he hits top gear he really zips along. At full pace, he can slide through enemies; otherwise, he can jump on them to defeat them. And when he's really stuck, he can call on a friendly Toon - Little Beeper, Concord Condor, or Sneezer - to help. These little guys can clear the screen of enemies in a second - but you

The extra character animation really gives a cartoony feel

You know you've got yourself a good console when all the big software houses start lining up to produce games for it. Well one of the best, Konami, have signed on to develop games for the Mega Drive. Tiny Toon Adventures - Buster's Hidden Treasure is one of their first. Konami have always made good games, so Mega Drive owners should be confident in expecting big things. If Tiny Toons is any indication, you can expect greatness. I'll say it now to get it out of the way, and I'll still say it tomorrow - I'm even prepared to stand on my head naked and shout it from the rooftops - Tiny Toons is one of the best games I've played for a very, very long time.

So what could be so good as to compel my public exposure and make me run the risk of arrest? Well, it's a platform adventure. Don't snigger. Tiny Toons isn't just any old platform game; it borrows elements from all the classics - the speed of Sonic, the bounce attack of Castle of Illusion, the map-screen search for treasure of Quackshot - and combines them with its own touches of brilliance and quality programming to make a more than worthy addition to the list of platform greats.

It's the Buster Bunny Show

Tiny Toons features all of the characters from the cartoon series, but like the cartoon the real star is Buster Bunny. Buster is the good guy, Montana Max is the bad guy. The plot goes something like this:

Buster finds a treasure map, Max steals the map, kidnaps Babs Bunny, Fifi and Shirley the Loon for good measure, and with the help of the diabolical Dr Gene Splicer, creates a mind control helmet that turns Buster's friends - Dizzy Devil, Plucky Duck, Calamity Coyote and Hamton - into indestructible monsters. Buster's job is to find the treasure and rescue his friends along the way.

Sound tough? It is. There are thirty three levels and seven boss levels to get through to make the world safe for Toons once more. Lucky for you, there's a password system so you don't have to do it all in one go.

Buster's journey begins on the map screen. There are



These green boogers don't really have names

have to earn their help first. Every time he collects fifty carrots, Buster gets a helper bonus.

Buster's special move is the super jump. The super jump allows Buster to climb walls by jumping from wall to wall and helps him get to all those hard-to-reach places. Use it well and you'll find all sorts of goodies. Power ups, extra bunnies and helper icons are scattered all over the place - it's just a matter of looking.

Better than Spielberg

Tiny Toon is a visual treat. The graphics and animation are simply excellent. There is a great variety in the level design, but every level is of the same high quality - beautifully drawn and brightly coloured. The Wackyland bonus levels, with their surrealist backgrounds of melting clocks and ladies shoes, are the best special stages since Sonic.

Buster and his fellow Toons look and move just like they do in the cartoon. It's as if they were all just hanging around in your TV waiting for the game to come along. Better still, the game doesn't just look like the cartoon - it captures the spirit of the cartoon too. The animation is full of slapstick touches. Buster can be motoring along when all of a sudden he trips over a rock or an empty can and lands flat on his furry face.

In fact, his whiskers come in for a real beating. Mistime a jump and Buster hits the wall - face first. And then there's the rakes carelessly left lying around the levels. Step on one and yep, it's the old rake handle in the face gag for the bunny. It

gets funnier every time it happens.

The sound too, is faithful to the cartoon feel. The reproduction of the Tiny Toons theme is perfect - just try not to sing along with it. As for the other toon tunes, they're all very easy on the big floppy ears. It's some of the best music you'll hear from your Mega Drive and it adds a lot of the atmosphere to the levels.

Tiny Toons, Big Game

You will love every minute you spend playing Tiny Toons. The programmers have tweaked the controls to perfection so that every move Buster makes is under your total control - short jumps, long jumps, longer jumps, and super jumps can all be mastered in the first few levels. It adds up to a game that is so playable that you'll have to have the joypad surgically removed from your grip.

To put the icing on the carrot, Tiny Toons is packed with gameplay. It's a huge game with a huge playing area. And it's no easy task. Whilst the early levels ease you into the swing (or is that hop?) of things, the game gets progressively harder. Pretty soon you find yourself in tough, puzzling levels that could have you stuck for hours.

Even when you do get through all thirty three levels and all of the bosses, there's still lots to come back for.

Exploring the various paths and finding all the exits will take ages - and then there's the

secret rooms. I've never seen a game with so many secret rooms and passages - they're everywhere. You'll also want to find all the fantastic bonus levels you warp to when you touch a Warner Brothers symbol. Unlike the main levels, the bonus levels are full of Dodos and to stay in the bonus hunt, you have to avoid touching them. It's a great twist to the gameplay.

I can't think of a bad thing to say about Tiny Toons. With great graphics, sound, and addictive gameplay, it really is one of the best platformers available on any system. The only question that remains is this - just how good is it? Play it yourself and ask the question - is it better than Sonic 2? I think it almost might be, and you can't get any higher recommendation than that.

Andrew Humphreys

Graphics	93
Sound	90
Music	94
Playability	95
Lastability	92
Difficulty	87
Mental	79
Atmosphere	94
Overall	93



'then there's the rakes carelessly left lying around the levels. Step on one and yep, it's the old rake handle in the face gag for the bunny'

The Dali-esque bonus levels are pretty trippy



Baddies in snow jets attack Buster in the mountains



double clutch



As I kid I can remember being dragged along to a pool hall by my uncle one day. I was expecting to be bored out of my skull as I watched a game that at the time I couldn't understand too well (What's changed? - Ed). When we got to the hall on that hot summer's day we noticed a new addition to the room. On the other side of the smoked filled room we could hear something different to the usual sound of the ceiling blades cutting the tobacco stained air...

Beeps and buzzes were stirring like crazy as we watched some tattoo riddled guy spinning a steering wheel as if his life depended on it. I got up on a chair to see over the crowd of onlookers and I noticed that there was another guy steering as well. The game was called "Indy 800" and it was one of Atari's first efforts in the arcade scene and to this day it remains one of the most playable titles around (hard to believe I know!). Now a similar title comes sneaking onto the Mega Drive called

"Double Clutch". Being such a fan of this genre of game, I just had to have a look and I wasn't disappointed in what I saw.

Well maybe a little. The graphics aren't anywhere near today's Mega Drive standards, but are still way better than the Atari classic of yesteryear! I didn't know what to expect when I read that this was only a 2 Mega cart, but I suppose that you don't need much memory for this type of game. From start to end in this game you are presented with dinky graphics as no details are really present in the cars at all. But more on this later.

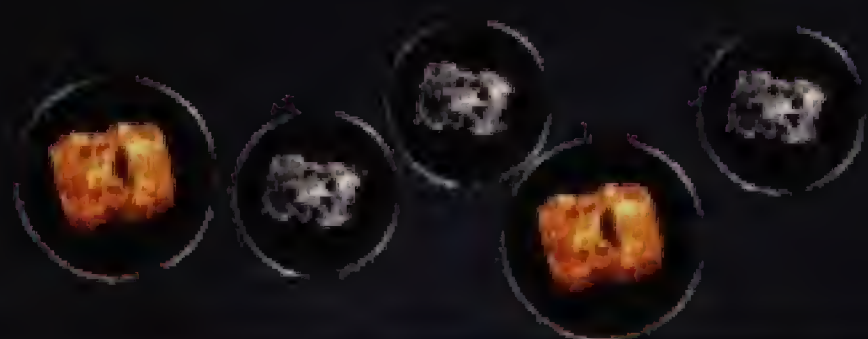
For now I'll explain what happens in the game. You first get to choose from 4 drivers who have separate abilities, and different strengths and weaknesses. Then you go straight to the

track. A female voice sends you off "Three.. two... one... go!" and you're on your way! When you see this being played you think "how can this be exciting?" Well maybe it isn't that riveting, but it sure is hell fun to play as you guide your boxy little car around one of 12 tracks (24 if you count going the other way) while trying to run the other computer players off the road into a stationary object (they're not too bright!). You can have a friend join in with another car but if he or she falls out of the screen then they are penalised and placed behind your car.

There are some nice touches to the graphics in this otherwise crappy looking game, such as smooth scrolling and the clouds above the track. The game is very similar to that of "Super Off Road" and other such games with power ups on the road and also the spare parts shops where you increase your acceleration and turbo abilities. And you can't help but want to play again after you've just finished your last go.

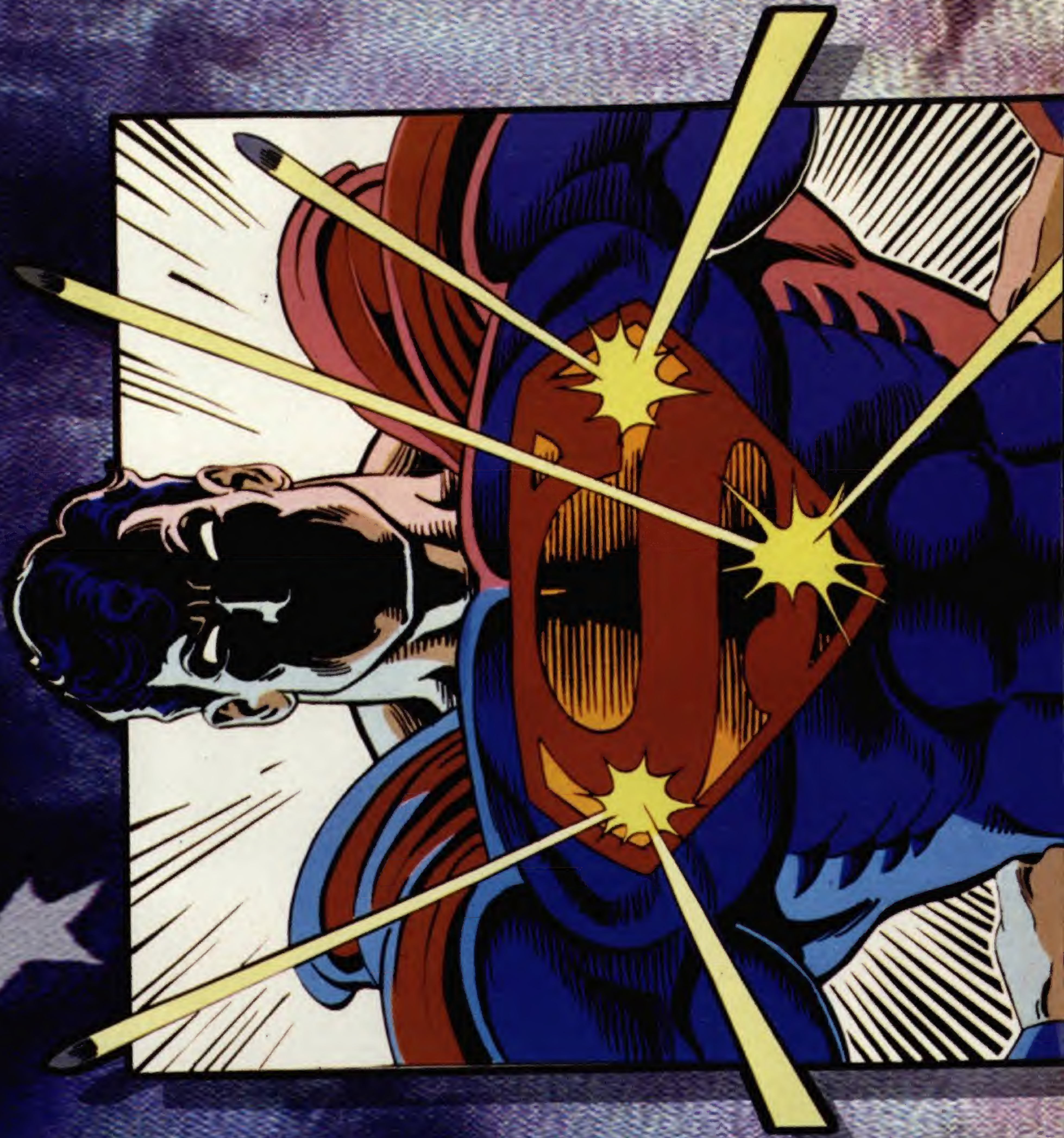
I personally love playing this title for its addictiveness, but some of you out there simply aren't going to like "Double Clutch". Have a look at this as a cheap new addition to your collection, but for those who aren't fazed by this title's playability then perhaps "Micro Machines" or "Pro Am Challenge" shall be your weakness. But until those two get released, this is a good, cheap alternative that just fails to be classed as great.

BRIAN COSTELLOE



Graphics	67
Sound	46
Music.....	56
Playability...	87
Difficulty.....	72
Lastability...	82
Atmosphere ..	68
Mental.....	79
Overall.....	74





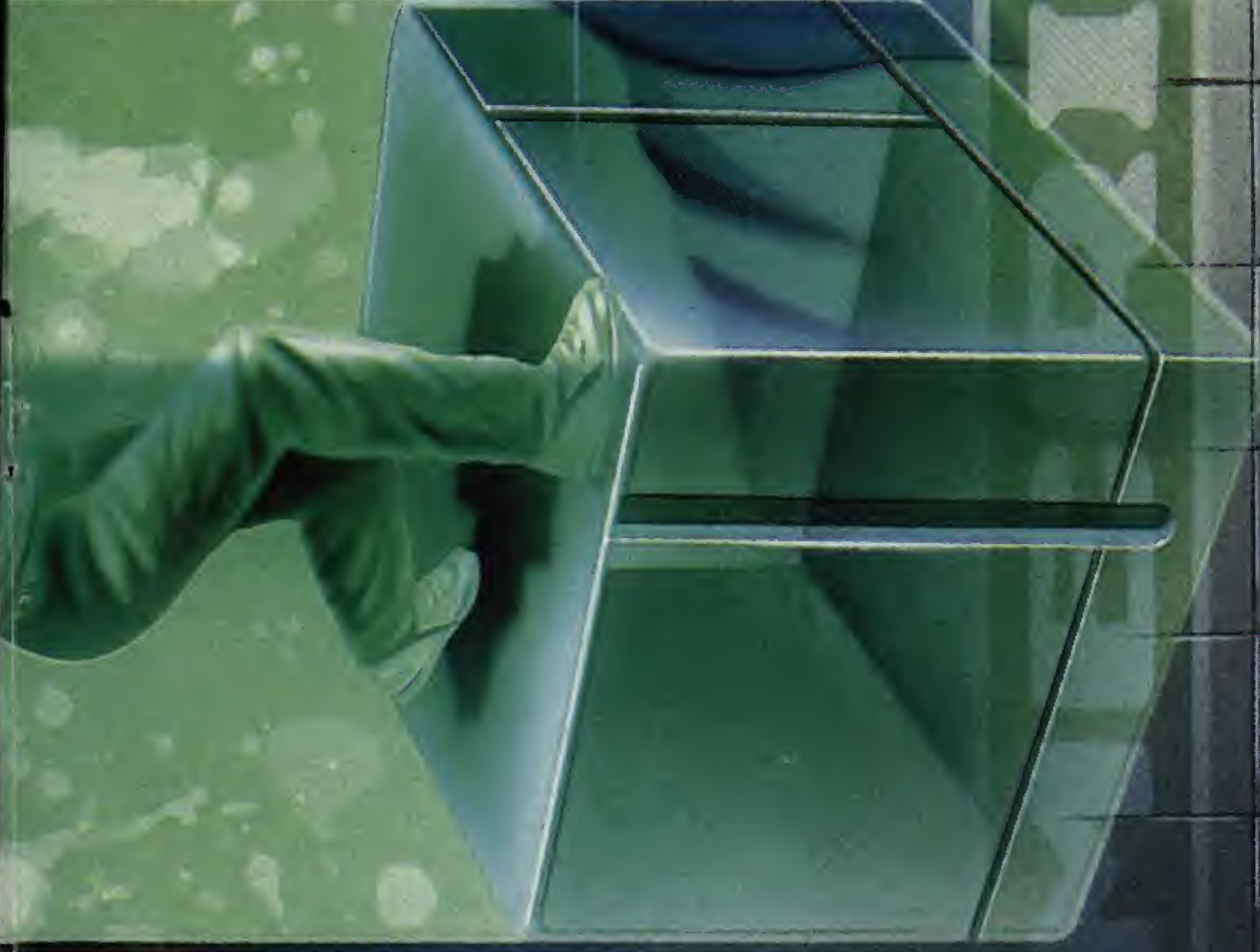
FURSTBROCK

SEGA





PRINCE





SUPERMAN

MEGAZONE

Right, this is how the action goes. You take control of four super hero kids (all called the Planeteers), each with different powers and backgrounds. There's Wheeler, the American homeboy whose power is fire. Kirame, the African conservationist with his Earth weapon. Linka, a Ruski with the power of wind. And last of all Gi who is an Asian Marine Biologist whose power is, of course, water.



captain PLANET

After I played this game, I felt like going out, stealing an oil tanker and crashing into some crystal clear ocean beach and dumping 20 megalitres of crude oil on the shoreline. Don't buy, hire or lease this one. Try not to even think about it!

TIM GADLER

Now depending on which Planeteer you pick and which level is selected, the gameplay will change. You have 4 levels to defeat with 9 rounds in total; each level has two rounds with the final boss at the end to make up the nine. The four levels are in different environmentally damaged areas of the planet, each with its own evil boss.

Each of the four levels is ruled by an evil boss, and they are all doing their best to turn this planet into one huge cesspit. The bosses are: Verminous Skumm, who along with his swarm of rats and cockroaches, has his sewers polluting the beaches and rivers with smelly human waste; Duke Nukem who has a mine shaft full of uranium ore and army of radioactive clones; Dr Blight who has a squad of horrible mutants and an atomic reactor which can fry you into human fritters; and Zarn with her fiendish computer base.

Once all of the four bosses are defeated, all of your Planeteers mould their powers together to create Captain Planet. Blue as a Smurf and as strong as Superman you fly off to the final level to end this chaos once and for all by defeating the final boss... if you can. If the Megaboss is beaten the Earth will be rid of all the chaos and smelly messes of environmental disasters...well, until next time at least.

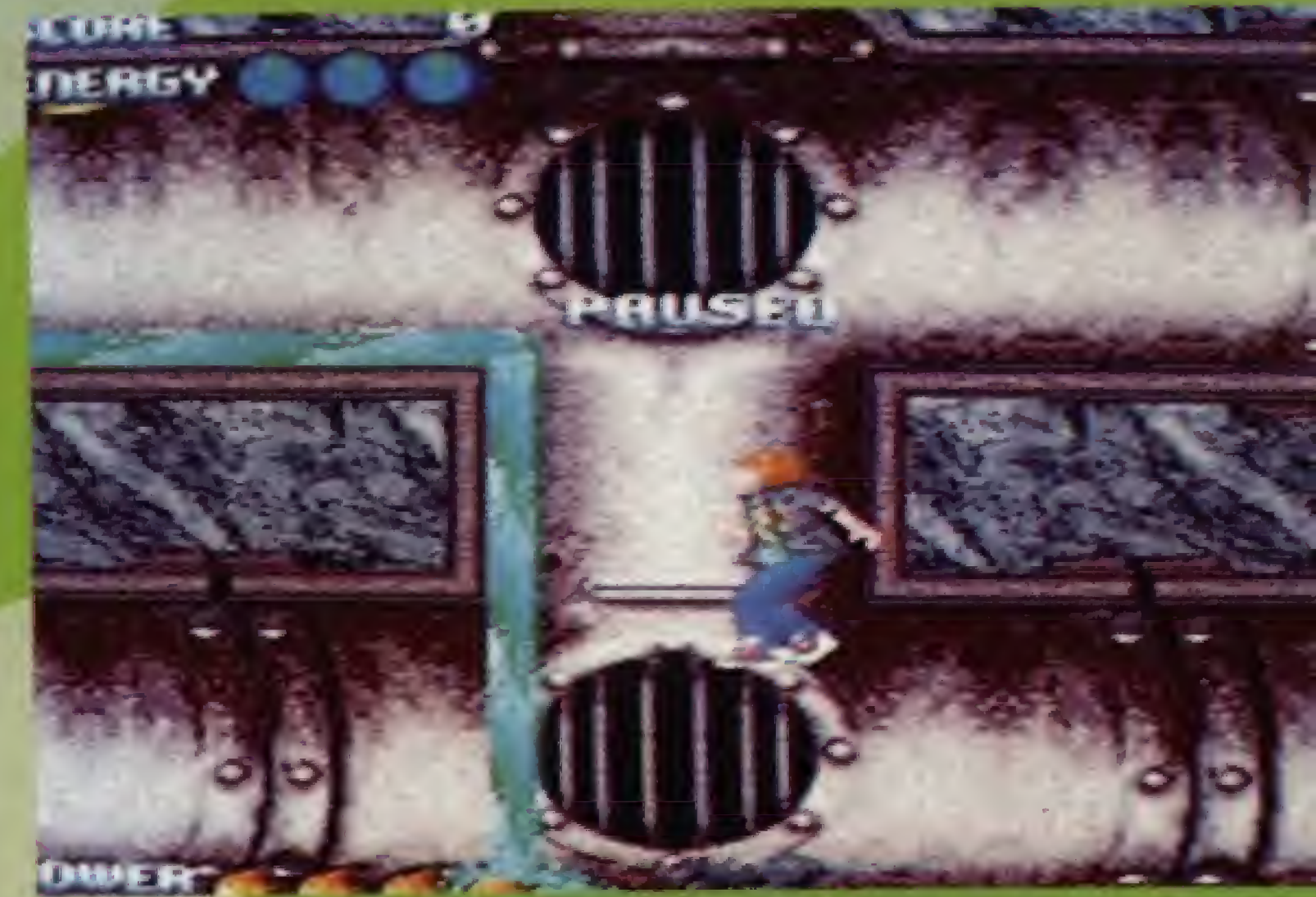
**FIRE! EARTH! WIND! WATER!
YOU'VE SEEN THE CARTOON,
NOW PLAY THE GAME. YES,
IT'S CAPTAIN PLANET OUT
TO SAVE THE WORLD FROM
ECOLOGICAL WRONG DOERS.**

While you are playing the game you will notice that some of the objects you blow up drop items such as planets, rocks, fire etc. Collect these to restore your Life Force and Eco Power. You have two types of firepower. The single shot that doesn't use much of your Eco Power Bar and the multiple shot that does a lot of damage to your foe and your power bar.

This is an example of what I call "Buy the name and not the game". All it is, is an expensive piece of merchandise for Captain Planet. There's nothing original about it and you would, at the very least, expect that the scrolling and animation would be good, based as it is on a cartoon series. Wrong! I've seen better on Space Invaders. And that music....oh, that music! The most tedious I have ever heard for the Mega Drive.



Shooting the Tubes!



In the sewers-but, sorry no Ninja Turtles

GRAPHICS	53
SOUND	52
MUSIC	48
PLAYABILITY	62
DIFFICULTY	60
ATMOSPHERE	55
LASTABILITY	42
VALUE	31
BRAIN STRAIN	39
OVERALL	38

Thanks to Park Place, the makers of the John Madden series and NHLPA '93, (the undisputed kings in sports titles), we can all get behind the worlds' most famous boxer once more! Virgin have only just snapped up this fantastic programming team from EA, and got them into the swing of things straight away. With only two boxing titles (James "Buster" Douglas Knockout Boxing and Evander Holyfield's Real Deal Boxing),

ONCE OR TWICE IN EVERYONE'S LIFETIME COMES A SPORTS LEGEND SO BIG THAT THEIR NAME LASTS FOR GENERATIONS TO COME. SOMETIMES THESE "LEGENDS" ARE NOTHING MORE THAN GOOD MARKETING THAT MAKES THE HERO IN QUESTION SEEM BIGGER AND BETTER THAN HE OR SHE REALLY IS. BUT IN THIS CASE THE LEGEND IS REAL. EVEN TODAY HIS NAME GETS DROPPED IN SPORTS SHOWS. HE WILL PROBABLY NEVER BE EQUALLED IN STATUS AS FAR AS CROWD FOLLOWING GOES. AS THE SAYING GOES, "FLIES LIKE A BUTTERFLY, STINGS LIKE A BEE! THIS MAN'S NAME IS MUHAMMAD ALI." NOW IN THE 90'S HE'S MAKING A COMEBACK! THAT'S RIGHT! THE LEGEND HAS RETURNED ON THE MEGA DRIVE.



MUHAMMAD

ALI

HEAVYWEIGHT BOXING

Virgin realised that there was a hole in the Mega Drive's library of titles. They needed to sign up a famous boxer to market the title and rather than getting Auntie Jack they managed to grab the legend himself, Ali!

The first thing that grabs you with this title is the opening sequence. Featuring digitised footage of a famous interview where Ali replied to Joe Bugner's claim that he was a better boxer, singing out those famous words "who's the heavyweight champion of the world?!". Then after selecting your play options, with the knockout punch of Ali sending your selection hurling out of the screen, you then get treated to a flight sim heading toward Madison Square Garden.

Digitised speech has never been used this much (except perhaps in Toe Jam and Earl) and you can hear why as the announcer introduces the fighters. After seeing an intro as dramatic as this one I had no choice but to choose Ali himself. "In this corner ... Ali Ali Ali!" - that famous chant is now heard once more as it was back in the mid 70's! After the familiars are over with, the

boxers shake gloves and then...the claymation begins?!

Yes, so much effort went into the intros but someone seems to have forgotten about the game itself. If anyone has seen those French claymation cartoons on TV, you'll understand the way that the characters move in this title. The characters are drawn with hunchbacks and are animated pretty poorly, with the best part of the graphics being the rotating ring. The sound is a case of the usual "oof oof oof" (ie., The same sound effect every hit), but there is real quality with the speech, and some of the sound effects aren't bad either. Plus the music is well suited to the atmosphere which has been brilliantly designed to draw in even distant fans of the sport. Even if you are not a boxing fan at all you can't help but feel some sort of respect for the man!

The two player mode is excellent...well, it's definitely a lot of fun, and the playing view is unlike any created before. The gameplay is just a matter of hitting the buttons, like the old classic, Hypersports. When you have auto fire on effect then all you have to do is

hope you'll hit your opponent, taking out any skill at all. This title will have your attention for a week or so and after that the only reason you'll want to play it would be to complete the tournament, or just relieve some aggression after a hard day. If you're really into fisticuffs and fighting, then you are probably better off with Streets of Rage 2, or maybe waiting for Street Fighter II: Champion Edition and Mortal Kombat.

Muhammed Ali the game, like the man himself, is better than the other boxing titles so far on the Mega Drive, but I suppose that isn't saying much!

BRIAN COSTELLOE

GRAPHICS85
SOUND90
MUSIC76
PLAYABILITY80
DIFFICULTY84
LASTABILITY78
ATMOSPHERE	...95
MENTAL76
OVERALL82

Flintstones



They also had next door neighbours for friends, whose names were Barney and Betty Rubble. Together they had countless hilarious escapades and kept viewers reeling in with arrival of their children. Fred and Wilma had Pebbles, and Barney and Betty had Bam Bam.

Now you can relive those crazy antics on your Mega Drive. In this recreation of the hit animated series, you must guide Fred through various parts of Bedrock in search for items misplaced or stolen.

Life in general is never easy, and it was a little harder in the stone age. Things are mysteriously disappearing and it's up to you to get to the bottom of it and find the source of the strange happenings. It's a long way, and Fred ain't gonna get no Brontosaurus burgers until he's done. Guide Fred through 5 levels of Bedrock, starting off going through town and then through the deep waters of Bedrock, to deep underground caves beneath volcanoes.

The levels consist of your basic platform-type set-up, with plenty of obstacles to overcome. Some of the items Fred has to recover are; Wilma's necklace, Barney's lucky fishing hook, Betty's favourite ribbon, Bam Bam's club and even Pebbles, who wandered off one morning. As you progress through the levels there are some clever ways Fred has to get around, for instance under the wing of a flying Pterodactyl, riding a shark, riding a bubble, and on the top of a train as well. There are loads of predator awaiting Fred's arrival and continuously trying to hinder Fred's progress, such as electrifying jellyfish, charging boars, hungry piranhas, and lots of other nasties.

Fred is armed with a club, which combined with his bulk, makes a formidable weapon. Each level is divided up into 3 sections with a large cartoony dinosaur guarding the lost item at the end. They each have to be dealt with in their own way and believe me, having to defeat Wilma's Iguana mixer is no easy task. As soon as he finally completes one task, there is another awaiting him.

THE FLINTSTONES WERE THE SIMPSONS OF THE '60'S. DURING THE 1960'S THERE WAS PLENTY OF SITCOMS ON THE TV, ALL TRYING TO EMULATE THE SUCCESS OF THE HONEYMOONERS, A WEEKLY SHOW THAT INVOLVED TWO COUPLES AND THE UPS AND DOWNS OF THEIR RELATIONSHIPS WITH HILARIOUS RESULTS. IN THE MID 1960'S CAME A NEW SHOW WITH A SLIGHTLY PREHISTORIC TWIST, AND THIS BROUGHT THE HIGHEST RATING SHOW SINCE THE HONEYMOONERS. IT WAS SHOWN DURING PRIME TIME EVENING TELEVISION. IT STARRED FRED AND WILMA FLINTSTONE, A STONEAGE COUPLE FROM THE TOWN OF BEDROCK, WHOSE LIVES WERE SIMPLE BUT HAPPY.

But Fred isn't without some help along the way. Various icons are littered throughout the game and give Fred bonus points, extra hearts and bonus lives. Most of these are hidden in balloons which must be hit with the club to reach the bonus inside.


Graphically, the game has a very cartoony feel to it, mainly due to the humorous touches that have been subtly programmed in the game. An example is Fred ducking his head and being able to swing off edges of platforms and pull himself up. The characters are very colourful and bold, maybe let down by the size sometimes. The sound throughout the game is of a good standard, and although the sound FX are pretty sparse, they have been used to enhance the cartoon flavour of the Flintstones really nicely.

Being a platform game you have to be a little hesitant about how much one it would differ from the next one, and in places I thought this game dug its ideas straight from the pages of Sonic. But to be fair I played it through, and most of the game had enough originality not to let it down too much. It's a very easy game to get into and before long you'll be hooked just trying to see what the next level is like.

But I hope that's just not what the programmers were counting on. Mainly due to the fact that the game's difficulty setting is not that high, even on the hardest difficulty setting, it doesn't present any rise beyond an average platform game. If it had anyone else starring in it, it wouldn't be any more than that. But if you've been a fan of the original cartoon, grab this game, it's definitely faithful in it's

idea's and presentation, but I reckon if Fred saw it he'd only give a half-hearted "Yabba Dabba Do".

NICK SMITH

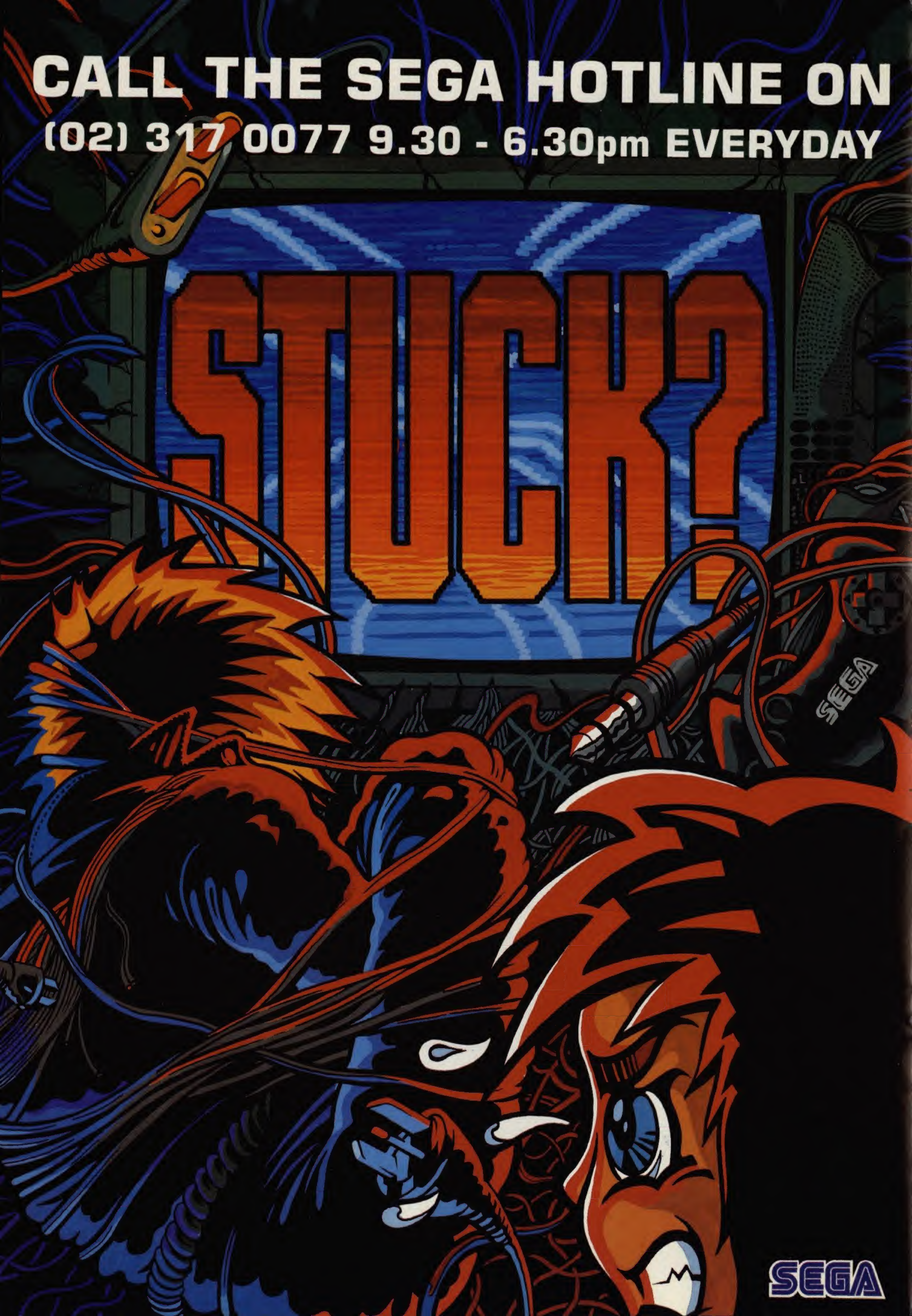


GRAPHICS	82
SOUND	78
MUSIC	79
PLAYABILITY	84
LASTABILITY	83
DIFFICULTY	77
ATMOSPHERE.....	82
MENTAL.....	78
OVERALL'	79



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STUCK?



SEGA

Back in the heydays (the mid-eighties) Americans from all over the country would crowd into the likes of Madison Square Garden just to get a glimpse of their favourite hero. It seemed that they had found the ultimate spectator sport (even although it had been around for close to 30 years). As wrestling peaked in popularity, fans became more blood-thirsty, and demanded a new form of massacre and mayhem be introduced.

It was then the Steel Cage was born. A staggering 18 foot high steel cage was erected around the ring and now became the final test of supremacy for the wrestlers. There was no referee in the ring as there were no rules. Instead of pinning a wrestler down for the count of three, the idea was to knock them unconscious then climb over the top, as that was the only way out.

Now all this excitement is brought to you on the Master System! Choose between 8 of the current top wrestlers as they slug it out to become WWF World Champion. The wrestlers you can pick from include Hulk Hogan, The Undertaker, Shawn Michaels and the Ultimate Warrior amongst others.

There are various options that you can choose from before you grapple the joystick: Single Matches, Tag Team Matches, Championship Bouts and the

AS YOU ALL KNOW WRESTLING FEATURES LOUD, SWEATY, MUSCLE BOUND MEN, RUNNING AROUND IN A VAST ARRAY OF OUTLANDISH COSTUMES AND MAKE UP. HMMM, SOUNDS KINDA LIKE THE VILLAGE PEOPLE.

Steel Cage Matches. By and large it doesn't really depart from anything that has been done on any other wrestling game made previously, but the Steel Cage itself is fairly innovative. The moves are the usual moves that are given in any wrestling game with the likes of running, clotheslines, kicks, punches, jumping from the top ropes and elbow drops to name a few.

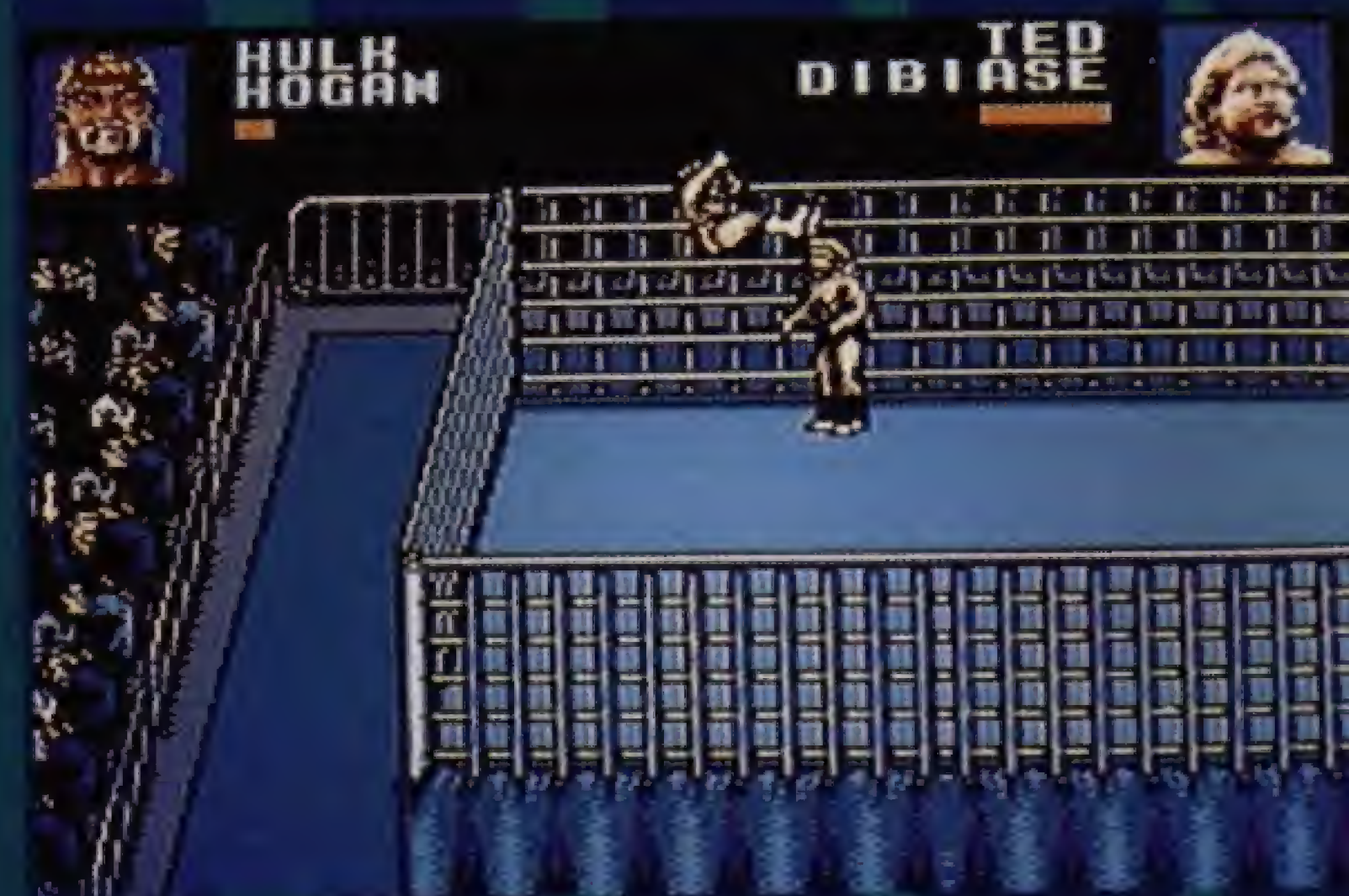
Graphically, WWF Steel Cage doesn't amount to much either and the only thing that really distinguishes each wrestler apart is the gaudy colours of their costumes. The animation is fairly

decent but there isn't too much you could expect from the likes of such sporting fests, except the fact that they all do look like digitized Lego-men.

One of the nice bits of the game is the sound. No, not the sound FX, as they aren't the greatest (the usual grunts, groans and slapping sounds), but the music. Each wrestler has his own Music and it gets played throughout the bout. It's a shame that this wrestle fest is pretty much on the same level as any other game of its genre, although playability-wise it seems to have

the edge on other wrestling games I have seen. And although the updated favourite wrestlers do help, there just isn't anything to set this far above anything else on the market.

NICK SMITH



GRAPHICS	77
SOUND	72
MUSIC	83
PLAYABILITY	85
LASTABILITY	82
DIFFICULTY	73
ATMOSPHERE ..	78
MENTAL	68
OVERALL	80

WWWF
STEEL CAGE



SEWER SHARK

IN SEWER SHARK YOUR JOB IS ONE GRADE ABOVE THAT OF TOILET CLEANER. YOUR BRIEF IS TO TRAVEL DOWN THE SUBTERRANEAN SEWERS, BLASTING THE NASTIES AND TRYING NOT TO GET KILLED. NASTIES ARE BATS, RATS AND OTHER CREATURES. THE PROBLEM IS THAT YEARS OF LIVING IN TOXIC SLIME HAS MUTATED THEM INTO HUGE AND HIDEOUS VERSIONS OF THEIR FORMER SELVES.

Luckily you don't have to wade through poo in thigh-high Wellington boots to exterminate the beasties though. You're the pilot of the Hole Hog, a specially-adapted sewer buggy. You move through the sewers at high speed, giving anything that moves a taste of your front-mounted laser gun (which, let's face it, is better than the taste of anything you'd normally expect to find floating in the sewers).

The game opens with quite an impressive movie-like introduction. Here you're introduced to Falcon, an ultra-tough babe that makes Sigourney Weaver's Ripley look like a whingeing ninny; Ghost, your co-pilot, who shouts at you a lot; and Catfish, a rather paranoid droid who goes on ahead, feeding you coordinates and opening doors for you. Thus, with

the plot neatly explained away, you jump into the Hog and get ready to crash and burn.

As you zoom through the tunnels, tubes open up to the sides. These are indicated by an arrow that lights up on the screen and, by pressing the 'B' button, you can jump through these tubes to a different tunnel. You can make a turn off whenever you like, but, if you want to survive for more than 30 seconds, you'd be wise to follow the directions fed to you by Catfish.

Catfish is, supposedly, up ahead working out the best route to take and transmitting the appropriate data back to you. Just to confuse matters, the directions he gives are in clock face format; three means right, six is down, nine tells you to take a right and twelve stands for head up. This

A gaming revolution?

data is sent in packets of three, so you may be told, "Six, Three, Niner." In this case you'd take the next intersection down, followed by a left and then a right, ignoring all other turn offs you might encounter.

Catfish is a busy little feller, and in addition to his route-planning chores, he opens doors ahead of you that are periodically placed in tunnels to keep draughts out (or something like that). He also targets the sewer dwellers with little crosshairs for you to blast them to kingdom come.

The routes you're given are different every time you play. To be honest, though, all the tunnels look pretty much the same. Certain events do happen in a predetermined order. After a while your boss (who looks and sounds like Danny DeVito but isn't) makes an appearance on the video screen and either congratulates you on your 'not bad' driving and shooting, else tells you that you're crap (quickly followed by a slap around the chops by Ghost) in which case you'd better pull yourself together.

Shortly after that, you'll get a call from Falcon (remember her?) who's run into a little trouble in the dreaded Sector 19. (Not Sector 19. Ohh, the very mention of it gives the heebie jeebies.) She gives you a set of directions by which to make the rendezvous. These short video clips help to break up the

monotony a little and give you something to aim for.

Monotony is the game's big problem. It's a case of shooting anything that moves, remembering the proper moves and making sure that you take them. Should you miss a jump, then you may get away with it (after the mandatory ticking off by Ghost) and be fed a new set of directions. On the other hand, you might not, in which case you slam into a door that Catfish hasn't managed to open in time. If you don't keep up your kill ratio, too, then you'll get the sack and it's game over. You only have one life, after which it's right back to the beginning. This unforgiving situation is frustrating to the extreme, as you can get quite far into the game only to be zeroed by missing one lousy jump.

There are a couple of other things to keep you occupied. Your energy level is depleted continuously and once it reaches zero you're unable to fire your laser. When this happens you don't last very long. There are recharging points every now and again, and Ghost bellows out a warning that one is coming up just a split second before you whizz on past it. There are two entrances to the recharging points, one to the left and the other to the right. Only one functions at a time, indicated by a green light on the ceiling, so your reactions have to be pretty spot-on to get it right. Later on, you come across high concentrations of hydro-

gen build up. When your hydrogen meter turns red then you have to fire off a flare to burn it up before it burns you up.

The graphics for the tunnels, while quite blurred and indistinct, do look reasonable and give a good impression of speed when moving. The digitised pictures of the crew are good and the dialogue is quite funny, (though I swear that if Ghost calls me 'Dogmeat' one more time, I'm gonna punch his lights out). Sound isn't of the highest standard. Despite coming from the CD, the music is uninspired and doesn't heighten the atmosphere particularly. Spot FX are limited to the usual blasting sounds.

Sewer Shark is an interesting concept, but unfortunately one that failed slightly. It's frustrating, there isn't enough variety and it soon gets very, very boring. However, it does score points for at least attempting to make some kind of use of the Mega-CD's capabilities, rather than being a rehash of a game that could perfectly well be done on the Mega Drive tarted up with a CD soundtrack.

Adam Waring

GRAPHICS	87
SOUND	62
MUSIC	67
PLAYABILITY	64
LASTABILITY	60
DIFFICULTY	78
MENTAL	63
ATMOSPHERE	84
OVERALL	68%



TODAY'S YOUTH ARE OBSESSED BY CONCENTRIC MOTION

DISC
S
THE
OBSSES
VOITION
OUTH

You're a bloody maniac behind
the wheel. You never go below
90 miles per hour and consid-
er public highways as merely
an optional surface to drive

on. There's a reason for this
though: you're a cop. Oh,

that's not the only reason. A

gang of thugs killed your babe

in a horrific traffic 'accident',

so you're determined to make

them pay. And you've got a lit-

tle more in mind than a \$50

fine for being in control of a

vehicle with an out-of-date

rego and faulty brake lights.



Vengeance is the name of the game and so you hop into your turbo-charged, power steering, go faster-stripped mean machine and prepare to do unto them what they did to you.

The first thing that strikes you (like an iron bar between the eyes) is the graphics. It's more like watching a cartoon than playing a game (which does have its disadvantages, but we'll get to them later on). Almost all of the screen is taken up with a hand-drawn animated cartoon of your car hurtling down the road, dodging in and out of traffic.

The stunning intro tells the story so far, and amazingly (unlike every other game) the same fab graphics continue over into the gameplay. You view the action from behind the steering wheel and out through the windscreen. As you speed down the road, hazards appear that need to be negotiated.

You're prompted with an on-screen icon and have an instant with which to comply, otherwise it's down to the wrecker's yard. There are just four options open to you: steer left or right, brake or use your turbo.

That's all there is to it. As soon as the icon appears, press the appropriate button on the joypad and you'll survive. If you're not quick enough then you won't. The gameplay is very linear, and you have absolutely no control over what happens, other than following these commands. If you steer before you're told to do so then you won't go careering off the road, it will simply have no effect. It's only if you don't do as you're told that you're in trouble.

It's a little like Cobra Command, but the graphics are far better and clearer. Oddly, even though there's less to do than in Cobra Command,

MEGA CD

A gaming revolution





ROAD AVENGER

the game does appear to have more depth to it. This is largely due to the excellent quality of the animation. Avoiding obstacles is very by-the-skin-of-your-teeth stuff and will have you on the edge of your seat as you sway and lean in sync with your car meandering across the road. At moments like these, the view often switches to an action shot of your skilful driving narrowly escaping destruction and the bad guys' cars exploding as a result of your expert handling. Some of the manoeuvres you have to perform are great to watch. In one scene, you have to continuously turbo to get away from a couple of pursuing cars, then, at the last minute, slam on the anchors and watch the other cars shoot past you straight into a large brick wall.

There's no denying that Road Avenger is an extremely impressive game and will amaze all that see it for the first time. The problem is that all you're required to do is hit those but-

tons in robot-like fashion when the computer tells you too. Reaction time is the only factor. As a consequence, after a couple of tries, you can make huge inroads into the game very quickly. I made it to the last level within an hour or so, and doubtless would have finished it in the next go.

But the reason I didn't is, that after playing for that long, the thought of going through the whole thing again was unbearable. When you've seen it once, you need a break of a good few hours (or days) before you can bring yourself to reliving the experience. This is because it's exactly the same each time you play.

It does get harder as you go along, and the joypad-prodding becomes thick and fast with left and right turns in rapid succession. There is a hard level which makes things tougher, but the only difference is that reaction time is a lot less lenient, you still see exactly the same

as in the normal difficulty setting.

One of the most graphically impressive Mega-CD games to date, there's no doubt about it, but the gameplay is very simple and you'll tire of it eventually. It's great for impressing your mates with, though, and, if you can afford to be a little extravagant, it's certainly a game that you wouldn't be embarrassed about having in your collection.

Adam Waring

GRAPHICS	95
SOUND	76
MUSIC	80
PLAYABILITY	69
LASTABILITY	65
DIFFICULTY	70
MENTAL	30
ATMOSPHERE	95
OVERALL	80



TODAY'S YOUTH ARE OBSESSED BY CONCENTRIC MOTION

Scrabble is, not entirely surprisingly, a computer version of the classic board game. Create crosswords, score points, and show off your unfeasibly large vocabulary (or not, as the case may be). With the computer version, you can even play if you're deeply unpopular and shunned by the rest of society. The computer will play with you - in fact, it can take the place of up to three imaginary friends who'd like nothing better than to join you in a game. God, you're pathetic.

its list to make sure you're not a dirty, rotten cheat.

As any serious Scrabble player will tell you, it's all those little obscure words that count, and playing the computer for the first time may make you think it's cheating even more than your dad used to. But they're valid. An "Em" is a measurement used in printing. "Id" is a psychological term for the unconscious part of your mind. See, you learn something new every day.

You can play in one of two modes, Practice and Competition. Practice lets you take as long as you like. If you try a word and it's not valid you get another chance and if you get stuck the computer can suggest words for you. Competition is dead serious and plays to the official tournament rules. You have a total of 25 minutes to make all your moves and lose ten points per minute after that. Try a dud word and you lose your turn and there's definitely no help from the computer.

The computer makes its moves extremely quickly and, even on the highest level, it takes less than a second to make up its mind. To make it appear a little more human, you can opt for it to wait a few seconds before making its choice, just so it's a little less unnerving.

The computer takes care of all the tedious details like scoring, and has other helpful features such as a randomise facility which will shuffle your tiles, possibly unearthing words that you hadn't thought of before.

The graphics aren't particularly spectacular, but serve their purpose well. Let's face it: you don't need multiple layers of parallax scrolling and screen-high sprites. There's no music, which would be more of a distraction than anything else; even the sound gets annoy-



ing. Thankfully, there's a silence option.

Should you buy it? Well, it's great if you like Scrabble. It allows you to play whenever you want, take on a human player without having the hassle of adding up scores, and hone your Scrabble-playing skills. If you're not keen on such board games, though, then a computer version with a few bells and whistles isn't going to change you. Suffice it to say that Scrabble has enough flexibility to take on Scrabble players of any level, and if that sounds right up your street then you won't go far wrong.

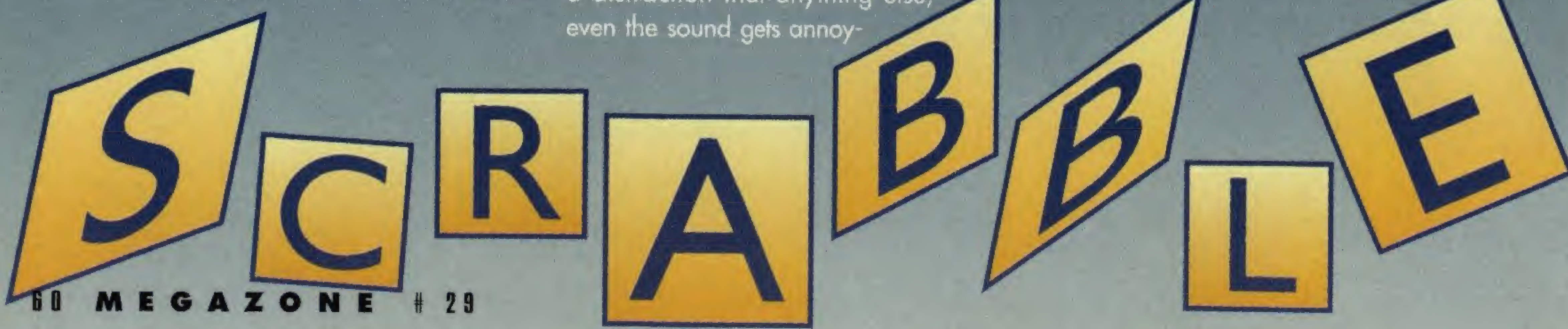
ADAM WARING

GRAPHICS	58
SOUND	42
PLAYABILITY	85
LASTABILITY	85
DIFFICULTY	88
MENTAL	95
ATMOSPHERE	80
OVERALL	80

ZHANQOP

IT IS A WORD. IT'S A KIND OF TREE LIZARD THAT LIVES IN SOUTH AMERICA, VERY RARE OF COURSE. ALMOST EXTINCT, NOW; THAT'S PROBABLY WHY YOU HAVEN'T HEARD OF IT. LET'S SEE, THAT'S A DOUBLE LETTER ON THE Q, PLUS A TRIPLE WORD SCORE, THEN THERE'S THE 50 POINT BONUS FOR USING ALL MY TILES, THAT'S 170 POINTS SO FAR. OH YES, NEARLY FORGOT, PLUS THERE'S OTHER WORD THAT IT FORMS. WHAT'S THAT? OH, I KNOW IT SOUNDS WEIRD, BUT IT'S DERIVED FROM AN OLD SCOTTISH WORD FOR AN ORNAMENTAL THIMBLE WORN BY THE VILLAGE ELDERS IN MIDNIGHT HARVESTING FESTIVALS. YES, IT IS STRANGE, ONE OF THE FEW WORDS IN THE ENGLISH LANGUAGE THAT DOESN'T HAVE ANY VOWELS. DO YOU THINK I COULD BORROW A CALCULATOR?

Computer players can rate from the extreme simpleton (with a vocabulary of just 2,400 words) to mega genius level that knows everything (everything about 2-9 letter words, that is). There are almost 135,000 words in the dictionary. The dictionary contains everything that appears in Official Scrabble Words (a complete list of all the valid words from the Chambers English Dictionary). As you put in your words, the computer checks them against



NATIONAL LAMPOON'S CHESS MANIAC 5,000,000,001

So how do you make a game of chess that's not restricted to boffins; that normal people will want to play? You make it fun, of course. And that's exactly what's been done in National Lampoon's Chess Maniac 5 Billion and 1. Anyone who's played Battle Chess will be familiar with the concept of animated chess pieces — instead of a boring old traditional set, the pieces resemble human forms. They walk across the board and when it comes to a piece taking a piece, a theatrical sequence takes place.

But Chess Maniac takes this one step further. Your opponent talks to you, tries to distract you and is the most terrible cheat! The animated sequences are funny and some are horribly gory, with the chess board often being splattered by digitised blood. Live actors have



been filmed carrying out the actions and then digitised and touched up on the computer. The result is some very lifelike movements. The computer's voice is similar to the HAL computer in the movie 2001: A Space Odyssey. He's very softly spoken, completely without emotion and extremely menacing. It calls you Dan, as opposed to Dave, and comments like "I didn't like that, Dan" almost make you wish that you'd purposely overlooked taking his Queen. When he's winning his comments take on a sarcastic tone. "You can't win, you know that, don't you, Dan?" and "Have you ever thought of playing... Tetris, Dan? I've heard it's very good, Dan." He tries to put you off with a variety of ruses. As you're trying to concentrate you'll suddenly hear birds cheep very loudly, or a can-can girl will dance across the screen, or a dog will wander on and wee all over the board. His cheating is the worst. You may see a shark swim across the screen a couple of times, its fin just visible, breaking the surface of the board. Suddenly it leaps

up and devours one of your players. Or a disembodied hand appears and you hear the Chess Maniac whistle innocently as he plucks one of your pieces from the board. Catch him in the act of one of his underhand moves, and you can stop him by pressing the appropriate key. The problem with all these goings on is that you don't have a clue about what is actually happening. The



posed to represent. You can play with a traditional set where the pieces aren't animated (you get all the other nonsense) but it's still tricky to see exactly what's happening. The best compromise, I found, was to switch to a 2D view of the board to make the moves, and go 3D to see any of the action when a piece was being taken. There are a range of difficulty levels, the most basic

STOP! DON'T TURN THE PAGE! IT MAY BE ABOUT CHESS, BUT IT'S FUN AND IT'S GOT NAKED LADIES IN IT. OK, THE BIT ABOUT NAKED LADIES WAS A LIE, BUT IT IS GOOD FUN, REALLY IT IS. THE PROBLEM WITH CHESS IS THAT EVERYONE THINKS IT'S PLAYED BY ANORAK-WEARING SQUARES WITH IQs IN THE 1000s. IT'S NOT TRUE, I TELL YOU. I PLAY CHESS AND MY IQ IS IN SINGLE FIGURES.

board is a cluttered mess, and you can't tell what half the pieces are supposed to be, let alone where they are on the board. The pieces are medieval characters on one side and Persian on the other, and look nothing like the pieces they're sup-



of which the computer plays rather badly, even to the extent of making mistakes. I rather liked this feature as other games are so unforgiving; humans make mistakes, computers don't. On higher levels, Chess Maniac was definitely the better player (Well that's not saying much! - Ed).

As with other graphically tarted-up chess games the question you have to ask yourself is: will you still play it once the novelty's worn off? It's funny at first, for sure, but a game where the pieces are almost impossible to distinguish — will you seriously sit down and play a proper game of chess with it? Take a look and decide for yourself.

ADAM WARING

- GRAPHICS87
- SOUND94
- MUSIC.....85
- PLAYABILITY ...82
- LASTABILITY....81
- DIFFICULTY87
- MENTAL.....92
- ATMOSPHERE ..93
- OVERALL85



There are eight games to choose from, which vary greatly in complexity and skill.

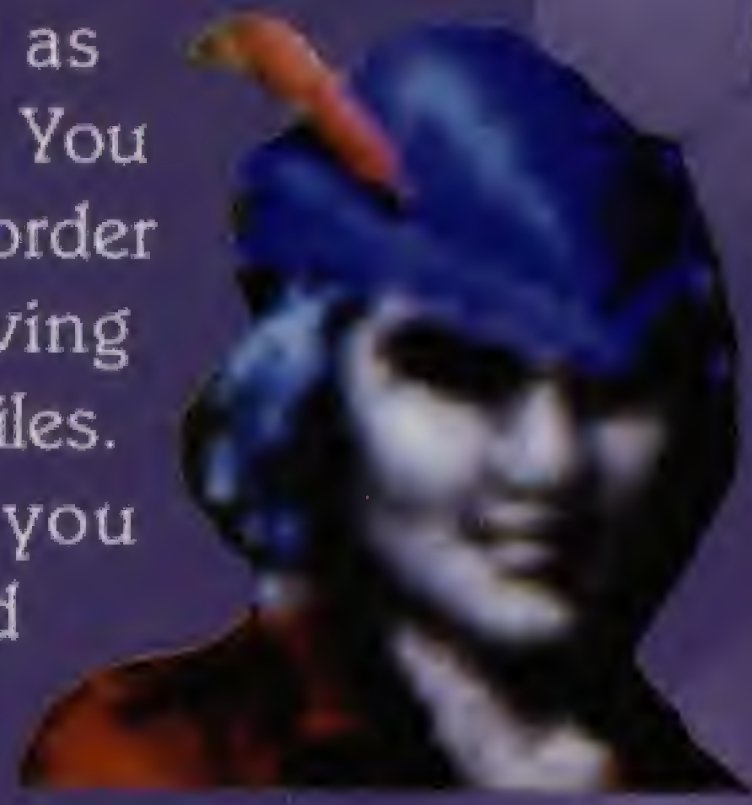
In **Crazy Eights**, you have to get rid of your cards first. Players take it in turn to throw away cards, and have to follow suit or number. You can slap down an eight at any time and change suit to what you like. More luck than anything else.

Old Maid is the game where you get rid of pairs of cards, picking a card from the player on your left, while the player on your right picks cards from you. When you get a pair you get rid of them. There's an extra card in the deck and if you're left with it at the end of the game then you're the Old Maid. (Yah boo sucks).

You have to avoid getting a high score in **Hearts**. The highest card played wins each trick. Hearts and the Queen of Spades are the scoring cards, so you have to avoid winning tricks with these in.



Klondike is better known as Patience and is played solo. You have to sort the cards into order through a process of moving cards around at the top of piles. This is the sort of game you play when the paint's dried and the leaves have stopped falling off trees.



I must admit, I don't have the foggiest idea how to play **Bridge**. I struggled on with the instructions, but didn't really get anywhere. All this 'North, East, Seven No Trump' business is beyond me.

Euchre is another game played with pairs of partners. It's played with a short deck of 24 cards and you have to win more tricks than your opponents.

There are a number of characters who you can choose to play against or as partners with.

Nine characters are taken from other Sierra games: Leisure Suit Larry, Willy Beamish and Dr. Brain, amongst others. The other characters have been created especially for this collection and are presented as sepia-toned photos to give them a Victorian feel; the brown and faded look adds a little atmosphere to the game.



In play, the characters occasionally say 'cute' things; a little green character that looks like a piece of snot keeps proclaiming, "I am not a booger!". You are from where I'm sitting, mate. The characters have different skill levels at the different games, ranging from Beginner, through Average, to Expert.

The range of games in Hoyles Classic Card Games is so diverse that it's unlikely that all will appeal to any one person. I can't see an avid Bridge nut getting off on Old Maid, really. Why they bothered with the Patience game is beyond me. At least with the others the computer can take the part of the remaining players, which has to be the only advantage of a computerised card game.

There's nothing here that can't be played with standard pack of \$5 playing cards – well, you'll also need a few friends. And you'll have more fun with a few friends; beating the computer offers little in the way of satisfaction. Besides, a collection of card games that doesn't include Poker. Are they serious?

ADAM WARING



HUGE FORTUNES CAN BE WON AND LOST IN CARD GAMES. NOW YOU CAN PLAY WITHOUT THE DANGER OF WEARING CONCRETE SHOES DOWN AT THE DOCKS, THANKS TO HOYLE CLASSIC CARD GAMES, FROM SIERRA. THEN AGAIN, YOU WON'T WIN A MILLION DOLLARS, EITHER.

Gin Rummy is one of about a million variations of the game. You have to collect sets of three or more cards, either in runs of the same suit or of the same number. The more sets you collect, the better your score.

Cribbage is one of the better games. Each player has six cards, but has to discard two into the 'box', which players take it in turns to keep. Points are scored for pairs, runs and the magic number, 15. A very tactical game.

GRAPHICS	73
SOUND	64
MUSIC	53
PLAYABILITY	67
LASTABILITY	64
DIFFICULTY	71
MENTAL	73
ATMOSPHERE	58
OVERALL	61



HOYLE CLASSIC CARD GAMES

CHUCK ROCK 2



SON OF CHUCK



It must have been terrible living in the stone age. There was danger everywhere, with man-eating dinosaurs lurking around every corner, volcanoes erupting every five minutes and worst of all Amigas wouldn't be invented for another four hundred million years! Still, they made their own entertainment in those days. They used to bash one another over the head with wooden clubs to pass the time.

Chuck Rock II follows on loosely from where the original left off. Chuck's got himself a woman, settled down and produced an offspring, Chuck Junior. He's not doing too badly either, running Chuck Motors, a successful car company. But big business can be ugly business, and Chuck's archrival, who goes by the unlikely name of Brick Jagger, has taken poor old Chuck hostage.

But six-month-old Chuck Junior is having none of it. There's nothing he wants more than to grow up in a stable family environment (of sorts) and so he's determined to rescue his Daddy. (He doesn't actually know he's called Daddy as all he can say is, "Ug." Then again, that's all his Dad can say too.) So our prehistoric, pint-sized pal sets out on a mission.

There are six levels between

levels are further split into zones and there's a sprinkling of subgames too, to make things a little more interesting.

Gameplay is similar to the original **Chuck Rock**, and Junior can run about, jump onto platforms and whack things over the head with his oversized club. Our stone-age superhero has a bit of a sweet tooth. Luckily someone who works in the lolly distribution truck has been a bit careless and left them all over the joint and the little chap can chomp on them for extra points. Chuck's well-being is measured in terms of a baby's bottle. Whenever he has an argument with the wrong end of a dinosaur then a little of the life-giving liquid disappears. Let it run out completely and you're a Chuck Junior down. The supply can be replenished by picking up the extra bottles you'll find every now and again. There are

also extra lives hidden about, but these are decidedly more difficult to discover.

It's a fairly simple affair game-play-wise. Chuck has to

make his way across the scrolling playfield from left to right. Puzzles are infrequent and a doddle to solve, usually involving knocking blocks about, enabling you to

reach hitherto unreachable areas. Occasionally you can hitch a lift on a friendly dinosaur who takes damage whenever you collide. It's quite easy, and after a couple of tries you'll find yourself zipping through the levels. There are no pass codes either, so each time you play it's from the very beginning.

The designers have definitely gone for the cute factor and our Chuck, his enemies and most of the background graphics are cartoony and more than a little cuddly. The animation can be quite funny, with Chuck dragging his massive club behind him like a security blanket. When you don't press anything on the joystick for a while, he'll stick his face out of the screen and urge you to "Come on." Let a monster get too close and he bursts into tears and has a tantrum.

There's nothing particularly original about Chuck II. Oh, it's all right - the graphics are well drawn, the sprites look good and move smoothly and the music is pleasantly banal, but the gameplay is right out of the stone age. This jumping about on platforms, picking up goodies and bashing bad guys lark has been around for millennia. Still, it's good for a laugh.

ADAM WARING



Little Chuckie has to boff enemies over the head with his huge Club...and try not to get eaten!

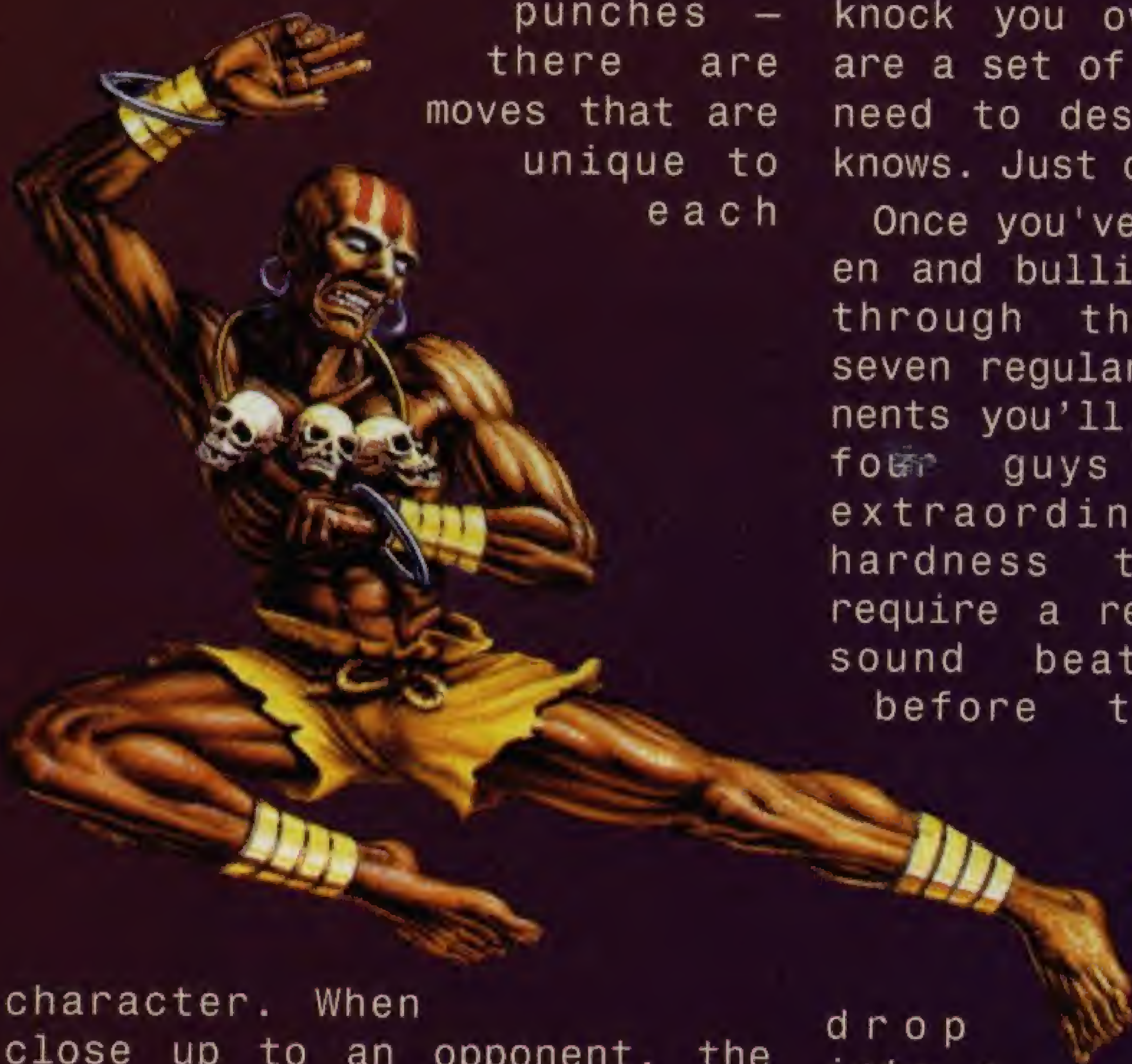
him and his dear old dad, six levels infested with dinosaurs, cascading boulders and bad cavemen who are no doubt in the employ of the unscrupulous Mr Jagger! The

GRAPHICS.....	82
SOUND.....	76
MUSIC.....	77
PLAYABILITY.....	64
LASTABILITY.....	66
DIFFICULTY.....	70
MENTAL.....	47
ATMOSPHERE.....	79
OVERALL.....	78

Pirated copies of this game have been hanging around for months now, but finally the most popular fighting game in the world has made it officially onto your home computer.

Street Fighter II is the aptly named sequel to the original Street Fighter game, and it has proven more than a little popular in the arcades. Now you no longer have to nip down to your local Timezone for a good punch up, you can do it right at home on your Amiga or PC.

There are eight characters to choose from, hailing from all, erm, eight corners of the world. In addition to the standard moves which all characters can make – the usual assortment of kicks and punches – there are moves that are unique to each



character. When close up to an opponent, the controls take on new functions such as throws and headbutts. But the real fun comes in when you use your special moves. These are accessed by executing sequences of moves on the joystick, some of which take a little getting used to and would give an ambidextrous octopus something to think about.

You're a street fighter so your special moves aren't limited to hitting above the belt. Many are not only illegal in regular combat sports, they're impossible. All sorts of energy balls can be unleashed, as well as ferocious slaps, deadly pile drives and gravity-defying spinning kicks. Some moves are easier to do than others, though the trickier it is to

carry out a special move, the more damage it tends to inflict.

You take on the rest of the contenders for the title in exotic locations throughout the world. Win the best of three bouts to make it through to the next round. There are a number of in-between rounds where you can take out your pent-up aggression on inanimate objects rather than on other human beings. The first one you encounter is a car that you have to smash to bits. Then there are rolling barrels that you have to shatter before they knock you over. Lastly, there are a set of oil drums that you need to destroy. Why? Nobody knows. Just do it.

Once you've kicked, beaten and bullied your way through the other seven regular opponents you'll meet four guys of extraordinary hardness that require a really sound beating before they

drop into a broken, battered heap. There's Balrog, a boxing glove-wearing psychopath who used to be the world champion; Vega, a Spaniard who wears a couple of razor sharp spikes on his arm and moves pretty swiftly; Sagat, the ex-Street Fighter Champion who's looking to regain his crown and Bison, an evil dictator who's bent on world conquest (aren't they all?).

In the two-player mode you can knock the stuffing out of your best friends. You can each play any of the characters available in the single-player game (though not the same one).

The fairest fight is between Ryu and Ken as their abilities are identical. The two-player mode is also a good place to practise doing your special moves as you can become adept at dishing out the damage without the bother of your opponent fighting back.

The graphics are not as sharp as the arcade machine's – nor the Super Nintendo's, for that matter, which has had a version of SFII for quite some time. Movement is not as fast and the characters appear sluggish at times. The music, though based on the arcade machine's, doesn't sound nearly as good. But forget that, you've got a home computer, not an arcade machine, and this captures the spirit of

t h e
game



admirably. The sprites are large enough to see what you're doing clearly and they're well animated, too.

Some people find that beat-'em-ups of this kind boring; after all, every round's the same and you just beat the stuffing out



BOXOUT

of whoever you come across. This is better than most, though, as you have to get used to the different moves and defences put up by the other characters, and it'll take a bit of time before you master all the moves available on all the characters. Street Fighter II is a classic one-on-one beat-'em-up, if you like that sort of thing.

ADAM WARING

Graphics	88
Music	65
Sound	70
Playability	88
Lastability	86
Difficulty	80
Atmosphere	86
Mental	35
Overall	84

In the blue corner...

There are eight characters to master in Street Fighter II. Each has different characteristics and unique special moves that make learning to use each fighter a game in itself.



Dhalsim - an expert in Yoga, and his supple, rubber-like body stretches, making him deadly from a distance. Yoga Fire hurls a fire ball that roasts anything it hits while Yoga Flame is used to do damage while up close to his enemies. He also has a couple of aerial spinning attacks.



Guile - one mean mutha. The US-born Special Forces veteran is out with a vengeance after his mate got killed by Bison while on a mission. Guile's specialities are the Sonic Boom that stuns enemies and the Flash Kick or Jack Knife, achieved by flipping his legs in the air while doing a backflip. Don't try this at home, kids.



Ken - as boring as his name makes him sound. He's basically another Ryu, and is included more for an equal match in the two-player game than anything else. His specials are identical: Fireball, Dragon Punch and Hurricane Kick. What a big girly blouse.

Ryu - a martial arts expert and the standard SFII character. He has no home, no friends and no family, so he's a bit sad really. His special moves are Fireballs, which send a wave of energy to fry opponents, Dragon Punches and Hurricane Kicks.

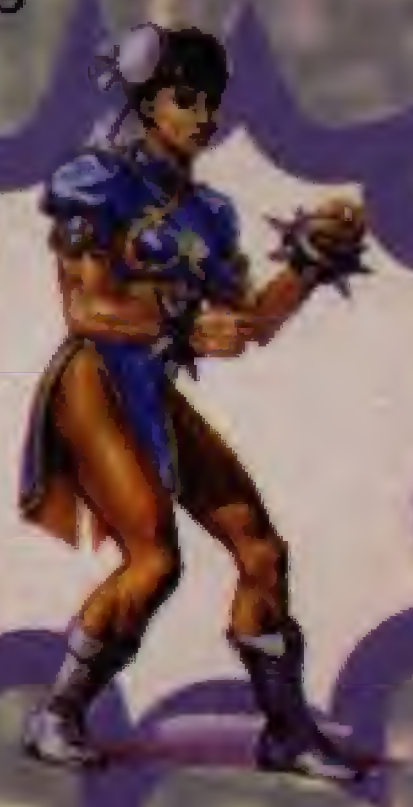


E. Honda - a Sumo wrestler who was a bit peeved to find out that the rest of the world reckon his country's national sport is stupid. He's very powerful when up close and his specials are the 100-Hand Slap and Sumo Head Butt.

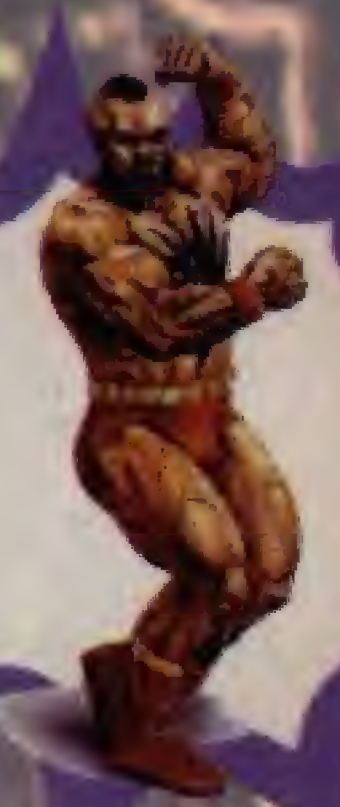
Blanka - looks like he's been living in a forest for the past 25 years. Coincidentally, he has been, and is, a bit of a wild man. His devastating special moves are Electricity, which zaps anyone who comes near, and the Rolling Attack.



Chun Li - the only female contestant and is extremely quick on her feet. Looks can be deceiving, and they aren't the only thing that can knock out her opponents. Her specials are the Lightning Kick and Whirlwind Kick.



Zangief - a Russian, whose love for his country is only surpassed by his love for kickin' ass. He comes from a wrestling background and favourite moves are the Spinning Clothesline and Spinning Pile Driver, which grinds his opponents into the ground.

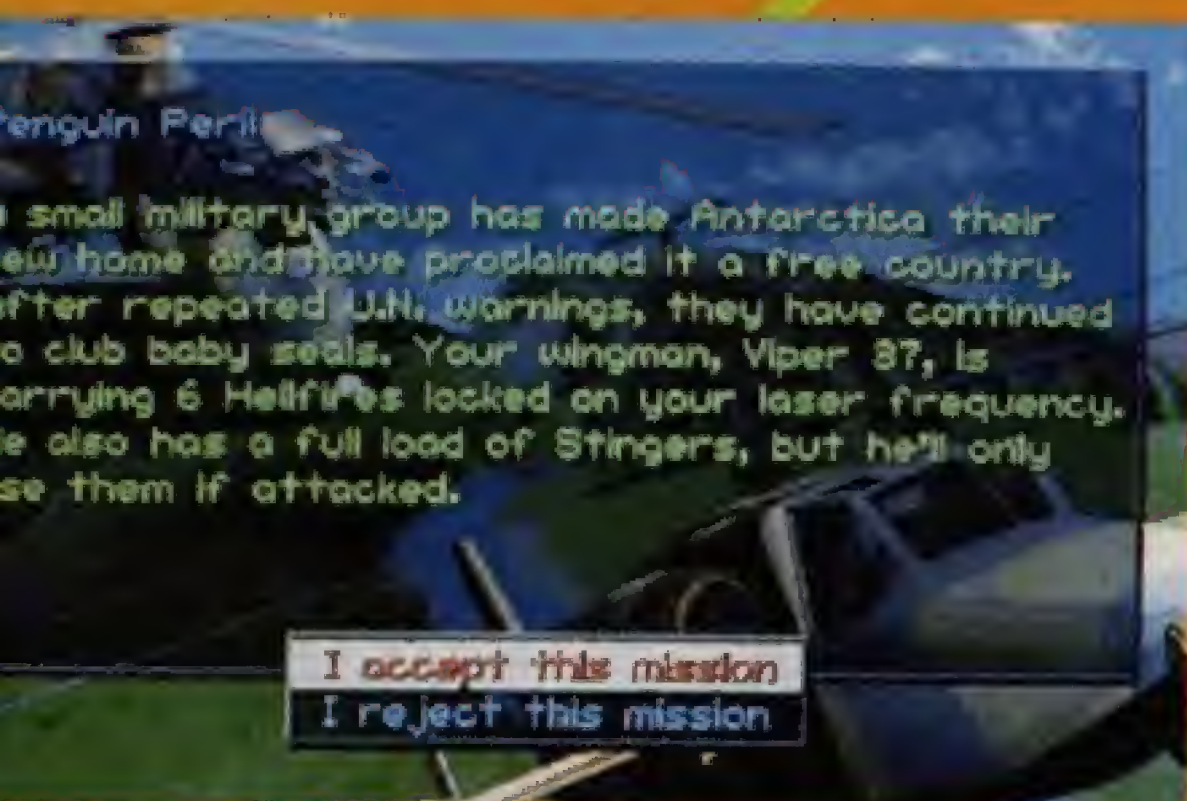


THE CURIOUSLY TITLED COMANCHE MISSION DISK 1



IS A MISSION DISK FOR THE COMANCHE MAXIMUM OVERKILL HELICOPTER SIM. YOU'LL NEED A COPY OF THE ORIGINAL GAME TO PLAY IT. WHAT DO YOU MEAN YOU DON'T OWN A COPY OF THE GAME? WHAT'S YOUR EXCUSE...?

I DON'T LIKE FLIGHT SIMS.



the peace with SCUD missile launchers and terrorists who have stolen Comanche gunships for their own evil ends.

Operation Clean Sweep is the most challenging of them all and only the most skilled pilots will succeed.

In all three Operations, you can complete all but the last mission in any order you like. The final mission is only available when all the others have been completed.

The beauty of this game is that firstly, the graphics are incredible; instead of rough, polygon-based shapes, the landscapes, enemies, and even the clouds, have a smooth, contoured appearance and actually look real. Secondly, it's fun — and not just to flight sim heads. This is because certain liberties have been taken, making it unrealistic in terms of technical accuracy, but a much better game as far as playability is concerned. The helicopter it's based on has also been designed to be easy to fly, and there's little to worry about, apart from pointing and shooting.

The missions are very varied, with plenty of unlikely (and downright silly) scenarios. Some have a vaguely environmental theme. In one mission, Antarctica has been taken over by a military group and you have to wipe them out 'cos they're clubbing baby seals. In another, eco-terrorists are using expensive military hardware to blow up trees. You have to eliminate the enemy without harming a single leaf on a single sapling!

On some missions you have your wingman, as in the first game, who you can send off on errands to take out targets while you cower behind a convenient mountain. In addition to this, some missions give you a platoon of fellow Comanches to lead. You don't have to give these guys orders — they know what they're doing and will help take out enemies with ruthlessness.

Basically, it's more of the same. Apart from a few new bits of hardware to blow up, there's nothing startlingly different from the original. If you loved Comanche then you'll love this, and if you didn't love Comanche then you need therapy.

You do now. Forget everything you heard about flight sims being boring affairs fit only for spanner heads who actually enjoy sitting in darkened rooms for three hours solid, flying over a featureless digitised sea to reach one poxy radar site, and then being blown out of the sky by a SAM missile they didn't even see. In Comanche you don't have to bother with tedious details like plotting waypoints or flying for hours on end. You point it in the direction you want and kill things.

I don't have a PC.

Well, go and buy one then.

I'm a drooling dweeb and don't know

a good thing when I see one.

Yes, you are rather, aren't you?

There are 30 spanking brand new missions on this scenario disk, split into three scenarios with 10 missions each. The first set, Operation Overload, are extremely easy, and are designed to help you familiarise yourself with flying or are there simply for a damned good blast, with the enemy standing little chance of survival. Damage and weapon characteristics are heavily biased in your favour.

Things get a little tougher in Operation Restore Peace. You'll be dealing out punishment to drug barons in South America, Middle Eastern extremists threatening

ADAM WARRING

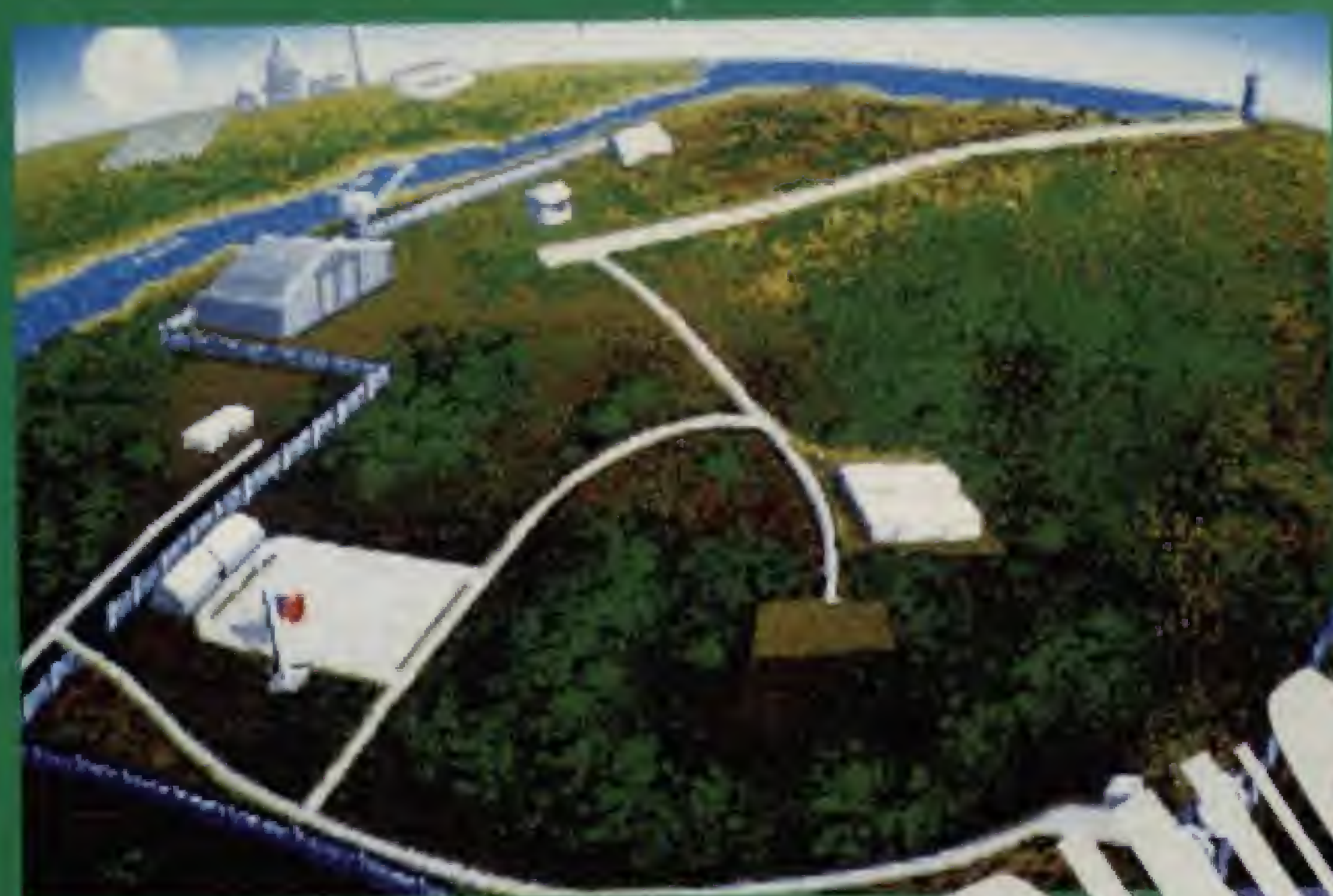
GRAPHICS	94
SOUND	83
MUSIC	79
PLAYABILITY	89
LASTABILITY	88
DIFFICULTY	90
MENTAL	80
ATMOSPHERE	89
OVERALL	90%

COMANCHE

MISSION

DISKS

1



Aldrin's Race into Space



BUZZ ALDRIN'S RACE INTO SPACE, EH? CHANCES ARE YOU'LL NEVER HAVE HEARD OF OL' BUZZ, SO FOR THE HISTORICALLY-CHALLENGED OUT THERE, THIS BRIEF DESCRIPTION SHOULD CLEAR THINGS UP. BUZZ ALDRIN WAS A FAIRLY FAMOUS ASTRONAUT WHO WAS ABOARD THE FIRST MANNED LUNAR MISSION, APOLLO 11. AND HE WOULD HAVE BEEN AN INCREDIBLY FAMOUS ONE IF HIS FELLOW CREWMEMBER, NEIL ARMSTRONG, HADN'T TRIPPED HIM UP ON THE RACE TO THE DOOR OF THEIR MODULE AND BECOME THE FIRST MAN TO SET FOOT ON THE MOON.

Neil went on to achieve international fame while Buzz got stuck appearing in Toyota commercials and grinning out from the cover of this game, which from now will be known simply as Buzz. Cheers, Neil!

OK, we've sorted out the Buzz Aldrin part, so what's this Race Into Space business then? Well, it's not a flight simulation for a start. It is, in fact, a space program manager simulation!

The game begins in 1957, during the Cold War between the US and Russia. Distrust and ill-feeling between the two nations was running high, and conquering space was seen as a major key in determining just who would eventually become the most powerful nation on Earth. As the Director of your chosen nation's space program (you can be the US or Russia), it's your job to prove to the rest of the world that you are the superior nation by setting the pace in the race into space (sorry, I couldn't resist).

So, what does a space program director do exactly? Well, your first priority should be to plan what sort of missions you want to undertake. There is a list, supplied with the game, that details over 50 pre-set missions that you can prepare, but you can also design your own one (i.e. prolonged gamelife). You will be best served picking a simple one, like Orbital Satellite or Unmanned Orbital, because it's going to be cheap and there's less chance of a major accident. If an early mission is successful, this will increase the likelihood of your next mission also being a success. Successful early missions are stepping stones towards the bigger and more dangerous later ones.

To prepare for a mission you have to purchase some hardware. Let's say you decide to attempt a Lunar Probe Landing. The requirements for this are a Lunar

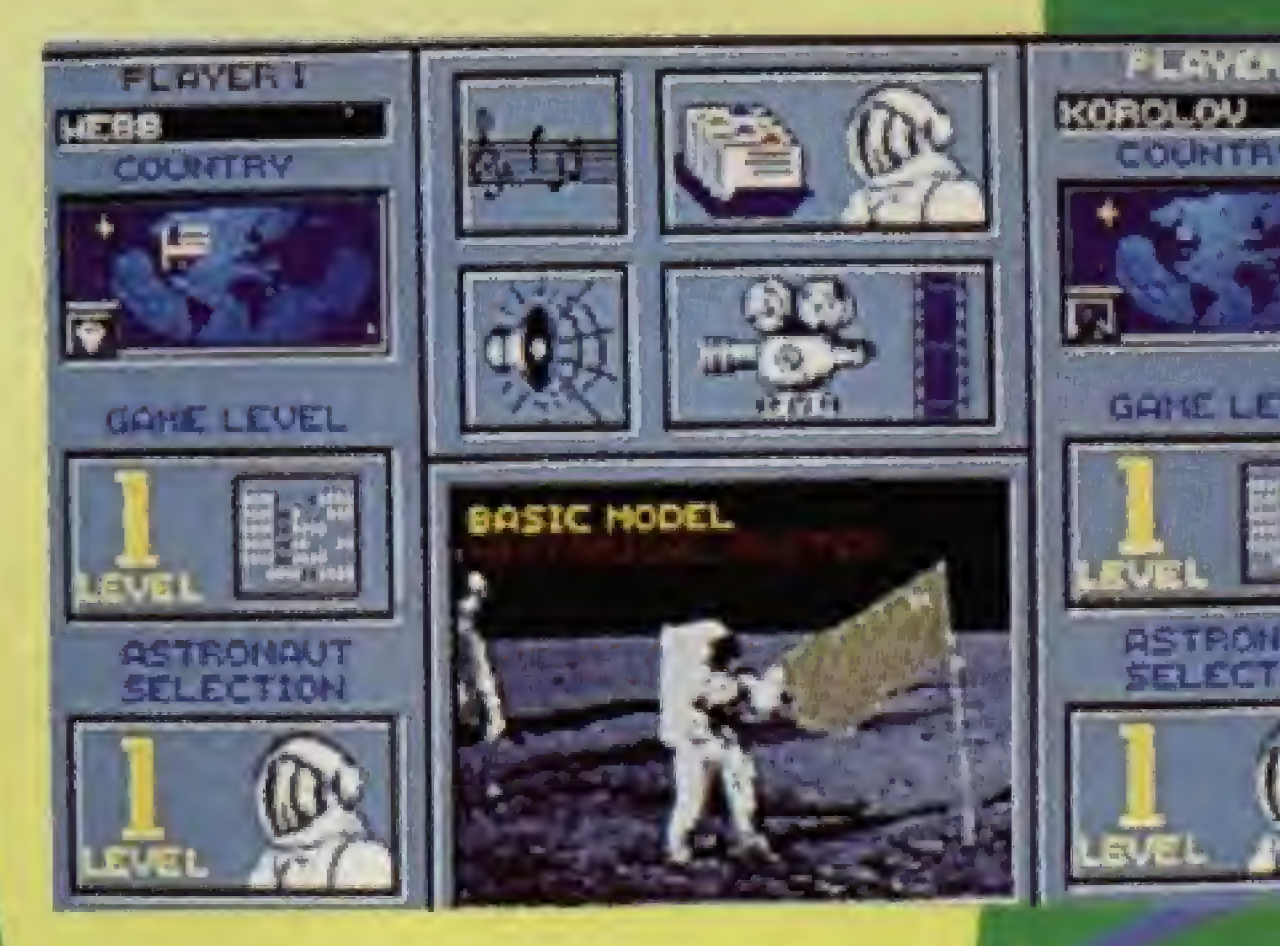
Probe and a rocket - a Proton rocket will do the job. Now, you're going to have to spend more money on the research and development of this equipment, so that it reaches a reasonable Safety Factor (as close to 100% as you can get). When you're satisfied with the equipment you've chosen, you can select and prepare the mission. All this requires is a quick jaunt off to Vehicle Assembly and then to Mission Control.

When you do finally get the launch underway, all you can do is sit back and watch. Luckily, the graphics are all digitised footage of real missions, so even though you can't actually do anything here, it looks great.

Future missions will include such wild and exciting things as Docking and Lunar modules, bigger and better rockets, kickers and boosters, satellites, spacecraft and astro/cosmonauts. The latter you will have to place in various training courses from Basic Training to higher specialised levels like EVA (Extra Vehicular Activity), Capsule and Docking.

And remember that throughout all of this you are in competition with either the US or Russia. If you manage to complete a certain mission you earn prestige points and if you complete the mission before the "enemy" you will earn some bonus points. Your intelligence (KGB/Pentagon) will continually feed you information about how the other side's program is developing. Although I have my doubts as to just how accurate these reports are, especially in the two-player game, as some of the ones I was receiving were completely wrong.

The more astute among you may have noticed that I mentioned "two-player game" in the above paragraph. (Go on, have a look). Anyway, I did so because the two-player game is where Buzz becomes well, not quite loads, but a fair bit of fun. This is probably because the human player is going to try different things and is likely to make more errors, whereas the computer opposition is near infallible.



The main fault I found with Buzz was that there wasn't an awful lot to do. Just the very idea of a space program game is pretty massive (and the huge size of the manual wasn't encouraging either), but, as it turns out, it's actually a fairly simple game. Space buffs, strategy fiends and all those interested in the manipulations of the Cold War should definitely have a look at Buzz. Everyone else should probably look out for him on Toyota commercials.

DAVID WILDGOOSE

GRAPHICS	86
SOUND	78
PLAYABILITY	76
LASTABILITY	81
DIFFICULTY	65
ATMOSPHERE	75
OVERALL	79

AT LAST, AT LAST, IT'S HERE. FOR MONTHS NOW WEARY GAMES SHOP PEOPLE HAVE BEEN SAYING "SOON" TO THE STRIKE COMMANDER "WHEN" QUESTION, AND NOW WE CAN ACTUALLY GO AND BUY IT. WAS IT WORTH THE WAIT? IS IT WONDERFUL? IS IT PERFECT?. YES, YES AND NO.

Strike Commander is the latest big-time offering from the clever souls at Origin who blessed us with Wing Commander I & II. And that fact alone should be enough for many to wave their dollars. Wing Commander was fresh, exciting and big. It set new standards for graphics, sound and concept. A truly Hall Of Fame class of game.

And the folks at Origin knew it. Strike Commander is basically Wing Commander in a jet fighter, with a couple of years' worth of technical development under its belt. This game is very, very hot. Any serious game player's PC would be lonely without this.

Big is the word for Strike Commander, in every respect. You will NEED a 386, 27 MB of hard disk, 4 megs of RAM, VGA and DOS 5. Anything less and the game won't run. Ideally, you want a fast 486 with a good graphics card and 8 megs of RAM. Proper hard disk installation requires about 35 megs. The 27 meg installation option doesn't fully de-compress, and therefore takes longer to load some sequences. A sound card is mandatory.

The designers state that their development of this game was based on the assumption that PC's would improve rapidly over the period it took to produce the game. It was designed for a fast 486, and all but the fastest 386's will have to make serious compromises with their graphics to run it. But if you have the right gear, this is the game to show off your system to jealous friends.

Strike Commander is a Jet Fighter Pilot Adventure Game. It's not a flight simulator in the class of anything really respectable. If you really want to be a fighter pilot, and can't afford your own plane, stick with Falcon 3.0. But if you want true pleasure from your PC, then go for Strike Commander.

It's all set in the year 2011, and the

world has pretty much gone to the dogs. Most current political alliances have fallen apart, and everybody is, or has been, at war with everybody else. This constant state of global anarchy has produced a proliferation of mercenary fighter squadrons whose business is to provide their services for governments, corporations and other groups any-

where in the world. They are all based in Turkey, where special political considerations provide them with a safe haven, and massive taxes.

You belong to The Wildcats, led by the legendary Commander James Stern, who is set apart from his peers by the fact that he will not take unethical missions, regardless of the reward. Don't be put off by that though! This is no Eco Quest; killing and destroying successfully is what this game is all about.

You pilot an F-16 equipped to your liking with a variety of Air to Air, or Air to Ground Weapons (there's nothing new here, no Wonder Weapons - it's all current stuff). You can use the keyboard, a mouse or a joystick to control the action, and Thrust Master and Flight Stick users are supported too.

The edge the game has over every other Flight Simulator (although this is really more of a flight Game), is with the graphics. They are wild. You will love it. Guaranteed. While not as good as things will ever get, this is as good as

things are. Flying over a city will take your breath away.

Combat's fun too. The enemies fly with reasonable intelligence-killing them with only guns is a challenge. And the planes actually look like planes, not flying pyramids with wings. You usually have a wingman (or wingwoman) to help you out, and to whom you can also give orders during flight or combat.

The missions are initially assigned by Commander Stern, and you do what you're told or you don't progress. Your squad is short on cash and needs a spell of good luck to stay afloat. Unfortunately, after only a few missions, your base is almost destroyed, the money you are owed falls through, most of your planes are in desperate need of repair and Commander Stern is killed!

But don't worry, this is all part of the storyline and it leaves you in command of the Wildcats. Here's where Strike Commander's unique strength lies, like Wing Commander before it. This game successfully creates an interactive, movie-style adventure that hooks you quickly. The action in the air is about half of what's on offer. On the ground you are led through lengthy sequences of conversation with a huge variety of engaging characters. The plot is truly atmospheric, and I found myself wanting to rush



STRIKE COMMANDER

through missions to find out what happens next.

Adding to the effect of "living your character's life" is the need to play it as an adventure-style game to ensure a successful outcome. Many avenues are available to your pilot in his/her pursuit of lucrative missions. The local bar is usually frequented by shady types offering contracts with governments, corporations etc. - basically cash for kills. Each new mission you accept sets you on a new course of events, and accordingly alters your probability of keeping the squad afloat and intact. Frequent visits to the squad's accountant are necessary to balance the books and buy replacement weapons.

While this is no Sierra-style "pick-up-magic-diamond-from-under-rock" style adventure game, it is equally absorbing, more so perhaps because the integral part of it all is the successful flying of complex and challenging missions in your F-16 over the most amazing computer generated terrain you've ever seen. Larry and Roger Wilco like things to be more routine.

Strike Commander doesn't try to step into the territory of serious flight simulators such as Falcon 3.0, Harrier AV88 or Microsoft's Flight Simulator. Instead it provides a sensational audio-

visual experience with addictiveness that's worthy of its predecessor.

Only a couple of sore points: the optional Digitised Speech add-on (about \$70.00) is something that the game should include as standard. The nature of the game demands it as mandatory. This is an annoying and expensive habit that game companies are picking up. If they created this game with the modern PC in mind, as they state, then why sell separately a feature that has become standard in most new games? With the cost of the game alone at around \$130.00, a total price of \$200.00 sees Strike Commander set new standards in another area. Thumbs down.

Of course the demands placed upon the PC are considerable, and this may be the game that will finally force you to upgrade. If you are able to simply install and play then you are indeed fortunate. Significant fiddling with your memory configuration is to be expected, and once the game is running you will want to adjust the level of graphics to suit the speed of your machine. Compromises may have to be made between smooth play and detail.

All this considered though, this is an outstanding package. Most of the time you'll have a huge stupid grin on your face. Games like Strike Commander are an excellent reason to look forward to the future.

BEN MANSILL



GRAPHICS	96
SOUND	87
MUSIC	88
PLAYABILITY	95
LASTABILITY	95
DIFFICULTY	75
ATMOSPHERE	96
MENTAL	72
OVERALL	94



RIKE ANDER

Rugby Union is a game where 30 men with funny-shaped balls run around a field and try to maim and kill each other.



Campo's international Rugby



As a minor diversion, they try and score goals while they're going about it. It was invented at a posh private school in England where, in a game of Soccer, one lad cheated and picked up the ball instead of kicking it around.

There you have it, the history of Rugby in a nutshell. Which leads us rather neatly into Campo's International Rugby, a game where the only physical danger you face is having tired fingers from pressing the buttons too hard. As the name suggests, it's endorsed by top Aussie player, David Campese.

It's an international game and there are 16 teams to choose from, including Australia. You can play against the computer or choose a friend to play with (though you can't join them in the showers afterwards, unless you're very discreet). You can also tinker with the line up of your team. The players have individual statistics, though whether these actually affect your team's performance on the pitch is hard to ascertain. A variety of different competitions can be entered, such as tours, friendlies and, of course, the World Cup.

Options can be set to determine the length of the matches, wind strength, sound and whether to use keyboard, joystick or mouse. But you won't be interested in that right now; the first thing you want to do is start playing. The Quick Start option puts you

straight onto the field and into the thick of the action. The computer-controlled players act intelligently and run around the ball. You control the player nearest to the ball, and, to indicate who you are, a huge arrow appears above your player's head. Passing is done simply by tapping the fire button, and the ball is automatically passed to a nearby player. This works most times, though sometimes the other team will intercept or your player will fluff it. You can control where the ball goes by holding the fire button down and positioning a cursor on the player you'd like to pass to. In practice this is quite tricky; your players keeps running and you often don't have time to position it correctly. You can also do drop kicks in the same way, by aiming the cursor forward.

When you're not in possession of the ball, pressing fire makes an attempt at tackling. The player under your control makes a dive and has to be quite close to succeed. Unfortunately, there's no real violence in the game; you can't break legs, knock out teeth or rupture spleens. Humph!

The main view of the game is an aerial view, set at about 45 degrees above the pitch. As the little men move hither and thither, the screen scrolls to keep up with the action. A little scanner lets you keep track of where your team mates - and your opponents - are, in the grand scheme of things. Score a try



COMPETITION

We have got 10 copies of Campo's International Rugby to give away to Union fans, **PLUS** the first name drawn will win an autographed guernsey from David Campese.

ALL YOU HAVE TO DO IS ANSWER THIS QUESTION:

What are the nicknames for the Rugby Union teams of South Africa, New Zealand and Australia?

Put your answer on the back of an envelope, along with name, address and computer system, and send it to:

Campo Competition
Megazone
Locked Bag 7
Rosebery NSW 2070

Graphics	76
Sound	65
Music	68
Playability	83
Lastability	82
Difficulty	86
Mental	56
Atmosphere	82
Overall	80%

and the screen switches to a face-on view of the goalposts. You kick for the conversion by the aid of a meter. Firstly you have to select power, and then aim. The meters move quite quickly, so you'll need to be on-the-ball to add those valuable points to your score. Line-outs and scrums are catered for in a similar way. Hit the button at the right spot and you'll win possession. Don't and you won't.

Particularly proud of a nifty piece of football you've just played? You can watch it again and again with an action replay feature. The previous 15 seconds of play are shown and you can control what you see with VCR-like buttons. Slow motion, three-times speed and backwards play are all possible.

It's fairly easy to control your player as all passing is semi-automatic. It can

be a bit confusing as to who, exactly, has the ball when the other team is in possession. Towards the goal lines things get particularly hectic, with seemingly hundreds of players running about like headless chickens, and the arrow above your men's heads switching as different players get nearer to the ball.

At the end of a match, and at half-time, a screenful of statistics divulges information such as how many tries, kicks, passes, line-outs and possession each team had. It doesn't actually mean much, as far as the gameplay is concerned, but is quite interesting to know.

The scrolling is very quick, and so is the speed that the players move about; maybe a little too quick at times. The graphics are generally quite small, which is necessary to get a large enough section of the playing pitch on screen. The teams are represented in the correct country's colours, which makes it very clear as to who's who. On the whole, the system works well.

Campo's International Rugby isn't a particularly sophisticated game, but armchair Rugby enthusiasts will be in their element. It's easy enough to pick up a joystick and start playing straight away, without too many complicated details to worry your pretty little heads about. See, just perfect for rugby fans.

ADAM WARING

- 1 Rugby songs are the rudest in the world and you certainly wouldn't want your frail, white-haired grandmother to hear them.
- 2 Rugby was invented by William Webb Ellis at Rugby school in Rugby. He picked up the ball and ran with it in a game of soccer, but instead of receiving a sound thrashing, he invented a new game.
- 3 A 'friendly' game is a one-off match between two teams. If you saw one, 'friendly' wouldn't be the word that readily sprang to mind.
- 4 The Rugby World Cup is the third biggest sporting event after the Olympic Games and the World Cup Soccer Championships, and beats Cow Pat Hurling by a comfortable margin.
- 5 Eight major rugby-playing nations control the International Board. They are England, Ireland, Scotland, Wales, France, New Zealand and South Africa. Oh yes, Australia too.
- 6 While the object of the game is to move forward, towards your opponent's goal, passing can only be done backwards. Stupid, eh?
- 7 Rugby is often described as, "a game for animals, played by gentlemen." After seeing a match, you can't help wondering if it's the reverse that's true.
- 8 In the '89 World Cup, Campo stuffed up in a big way when he fumbled the ball at the vital moment. Boo! He made up for it in '92 by scoring loads of tries and generally being fab. Hurrah!
- 9 Rugby League player Andrew 'E.T.' Ettingshausen got paid \$350,000 compensation when a magazine printed a piccie of his willy.
- 10 And you couldn't even see it, hardly.
- 11 Not that you'd really want to.

Ten things you possibly didn't know about Rugby (and probably don't want to either!)

YOU HAVE ENTERED THE:

Thanks for turning

ADVENTURE ZONE

to the coolest part of **MEGAZONE**

Adventure Zone is back again! Yes, doesn't feel long at all, does it? Only one month has passed, but one month can be a long time in the land of adventure. Join me as I go through the latest round of news gossip that anyone seriously into Sierra, LucasArts, or other such adventure companies is waiting for.

WRITING TO ADVENTURE ZONE:

Got something to say or ask? Write to me, but don't forget to enclose a stamped, self-addressed envelope (medium/business size) if you want a reply.

Make sure you also enclose some extra stamps to cover for my photocopying costs if you're asking for a solution (one per letter, please). I prefer being asked specific questions on adventure. This will also speed your reply.

Write to:

Adventure Zone
38 Greenvale Drive
GREENVALE VIC 3059

The electronic approach:

Contact me on the Adventure Zone bulletin board, if you're a modem owner (here you can also download quite a few solutions!)

**ALLIANCE BBS - (03) 462 1707
(9600/2400)**

Or e-mail me personally if you have an InterNet account on:

moeller@mundil.cs.mu.oz.au

News!

There's some great titles coming up from LucasArts!

The Dig is a space orientated adventure, designed by Brian Moriarty (remember him?) set in the style of Monkey Island and Indiana Jones.

Another graphical adventure will be Sam and Max Hit the Road, which will use LucasArts' new 'pop-up' icon interface for verbs, dialogue choices and inventory items. Sam and Max are canine police partners in this cartoon-style adventure.

LucasArts will also be heavily supporting the PC's CD-ROM capabilities by bringing out Indiana Jones, and Maniac Mansion 2 on CD.

Letters in the mail

A lot of new readers have been writing in, which is great to see! Of course, the familiar faces are still there, with some pretty constructive comments, too. Thanks a lot guys!

Neil McLean is after a solution for Dune I, while Christian Haleblian is after a solution for Alone in the Dark. Do solutions for either of these two exist yet? I'm afraid I haven't seen much in the way of help for these at all.

Arun Devidas has cast his two cents worth into the fray surrounding LucasArts graphics as

well. Arun writes: 'When it comes down to it no one gives a crap about the resolution if the game is fun and the graphics are generally good, but I have to admit that I have noticed the same thing. I think I have worked out the cause of it: LucasArts games all support 256 colours VGA/MCGA. MCGA only gives you a resolution of 320x200, not a shade on 640x400 dished out by VGA displays. I don't see any reason for LucasArts holding themselves back when they could even be going SVGA. What the hell is MCGA anyway? I've yet to meet anybody with that type of display. All that said, I realise that resolution means Gerbil crud if the game itself is no good, but some of the great (or all of the games) by LucasArts would look just that little bit better with sharper graphics.'

Arun also writes 'I've gotta agree with Don about the lack of originality in adventure games. I'm sick of seeing 'Quests' being churned out with the same first name, same basic plot with tweaked up graphics, sound and a different number on the end of the title.'

Also, thanks for the many birthday wishes and cards. Turning 20 is the start of the rest of my life, I guess.

Review

Secrets Revealed

Ultima VII

(Part 2 - Serpent Isle)

At the command prompt type : "serpent pass" with a space in between. F2 will bring up a super cheat system while F3 will bring up a map so you can teleport anywhere in the game by clicking on the position. (Tyson Garrett)

Leisure Suit Larry

When you start off outside Lefty's Bar, press CTRL-D. After you've seen the version messages, write 'TP' and press ENTER. Write in the number '1' and the game will restart. When you start again, Larry will be larger and he'll dance all over the place when you move. (Andrew Cameron)

INDIANA JONES and the Fate of Atlantis



[Amiga & Mac Update]

Before I begin, let me make you aware of the fact that this is that last Amiga adventure LucasArts are converting. Savour it.

Hang on to your hard drive too, because Indy is a huge ten disk game! Whilst the game is no different from the PC version reviewed quite some time ago, the Amiga version of Indy does look somewhat different.

The age of the early Amiga's graphical capabilities is really beginning to show though, as the graphics are no more than average, and this is really a shame. The sound though, is pretty bad, and since Monkey Island seems to be going downhill. I thought the Amiga had terrific stereo capabilities! What's happening? Are we going backwards in time here or something?

But still, this is LucasArts here. Nothing but the best. Yes, well, I don't want to sound pedantic or anything, but one or two things should happen:

1. The new AGA Amigas become more popular than the old Amigas QUICKLY and LucasArts continue to support Amiga, but switch to the newer, improved graphics capabilities.

2. LucasArts stop producing

Amiga adventures. It pains me to say it, it really does, but if more Amiga conversions are attempted, they will repeatedly become worse and worse, and then we'll be blaming LucasArts on producing total crap, like we did to Amiga's version of Space Quest IV. It's sad, but that's technology for you.

Indy? Thumbs up. But ten disks is the limit.

On the Mac, Indy converts very well indeed, however, and LucasArts seemed to have dumped the Amiga for Mac, which will please lots of people no end. There's no disk swapping problems here, so just sit back and enjoy this adventure masterpiece.

Playability	81
Graphics	80
Mental	90
Lastability	87
Overall	86

Software by: LucasArts
Distributor: Ozisoft

MARIO'S TOP 5

- 1. WAXWORKS**
STILL AT THE TOP! CAN THIS GAME BE BEATEN?
- 2. INDIANA JONES AND THE FATE OF ATLANTIS**
ALSO STRONGLY HOLDING ONTO ITS POSITION. A DEFINITE CLASSIC.
- 3. SPACE QUEST V**
PROVING VERY POPULAR AMONGST SIERRA FREAKS.
- 4. ULTIMA UNDERWORLD II**
FAB GRAPHICS MAKE THIS ONE A ROLE-PLAYING MUST.
- 5. LEATHER GODDESSES OF PHOBOS II: GAS-PUMP GIRLS**
WHILST IN A DIFFERENT STYLE TO THE FIRST ONE, THIS IS STILL THE ONE FOR THE INFOCOM FREAKS TO WATCH OUT FOR.

Believe me! The secret of reaping the greatest fruitfulness and the greatest enjoyment from life is to live dangerously.

He who fights with monsters might take care lest he thereby become a monster.

That which does not kill us makes us stronger.

~Fredrich Nietzsche

Legends of Valour begins with a quote from a dead German philosopher, Friedrich Nietzsche. It has absolutely nothing to do with the game. So what is Legends of Valour about then? Well, essentially it is a first person perspective role-playing game, minus the plot.

The PR blurb cries, "Ultima Underworld move over!". Well, I don't really think the folks at A LookingGlass Technologies have much to worry about, but the game does use a similar graphics engine to that used in Wolfenstein and Underworld. It is in fact quite speedy, more so than Underworld. But does this alone make a great game? Of course not.

The game designers have taken a fairly innovative approach to the plot. Instead of being assigned some quest, your character is free to do as he or she pleases, but this has its downfalls. You find yourself just inside the city gates of Mitteldorf after receiving a letter from your cousin Sven, then you're on your own! You can join one of the many guilds or just wander around looking at the town.

If you join a guild - Mercenaries guild, Men-At-Arms guild etc., you must first complete a task. If you do this successfully you can increase your rank in the guild by completing more complex tasks. But you must also eat, drink and sleep regularly! Too regularly! The game goes from day to night incredibly quickly, so if you have a task to complete you have to do it fast or you'll run out of time. At night shops close and thieves and other nasties prowl Mitteldorf, so it's better if you can spend nights in a boarding house or Inn.

One of the major problems with Legends Of Valour is the lack of a decent auto-mapping feature. You do receive a paper map with the game but it only has seven locations marked! The idea is that you mark them on the map as you explore the town. This is fine and dandy until you attempt your first task. They give you a two-day time limit

and you think this will be easy. Think again! You search the town and ask directions for what seems like five minutes and it's night! That's day one gone. Then you find the location and there's a note in the shop telling you that the item has been moved. It gives you some vague directions and you stoically set out once more. Five more minutes and it's night again and the place you're looking for has closed until tomorrow. There goes your time limit.

I hate to seem negative but there is another irritating aspect of LOV. You can only save a game in an inn, tavern or hostel. What happens if you are fighting for your life in one of the labyrinths under the town, which is where the real monsters are? Tough luck pal, you'll just have to try again. When you enter a dungeon you have access to a map which tells you where you have and haven't been, but you lose this map each time you exit the dungeon. This is great for those who have the time to make a map themselves, but for the rest of us it means a lot of backtracking and teeth grinding. If you combine this with the weird save-game feature and the constraints of food and sleep, it means you're going to be doing a great deal of backtracking. To add insult to injury there are only seven spaces in your backpack to place objects you find and none of these are for other containers which can carry more than one thing.

But to be fair there are some nice touches to Legends of Valour. The first is conversing with the other residents of Mitteldorf. On many occasions you hail somebody only to be told that your breath smells like a Kobold's

armpit! On other occasions you have the option of insulting them; alternately you could try picking their pocket. Usually after one of these instances a fight ensues. The combat system is pretty straightforward, allowing the usual Crush, Slash and Thrust options. You can also partake in the many types of gambling available in the taverns of Mitteldorf. These can be in the form of guessing which cup the item is under or betting on a racing Cockroach.

Legends of Valour has quite a healthy bestiary, with minotaurs, zombies, trolls etc, all waiting to feel the cold chill of your sword. The graphics look good, but get too close to anything and it becomes a blur. The sound is alright, but don't expect anything spectacular.

Overall I felt that Legends of Valour could have been a really excellent game, allowing a player to explore their surroundings freely, unbound by a linear plot. But with all the slightly annoying aspects of the game described above there is too much fiddling around, which stops you from being drawn into the game as is the case with Ultima Underworld.

Most of us buy a game for a little escapism; we don't want to have to fiddle about with all the mundane aspects of life - we do that everyday. What we really want is some adventure and in that category LOV fails to deliver. My advice is to only buy Legends Of Valour if 1) you have a 286 and want to experience a first person perspective RPG or 2) you haven't played Underworld. But don't buy LOV if you have played Underworld. You'll only be disappointed.

JULIAN SCHOFFEL

AMIGA

PC

ADVENTURE ZONE



ENDS of VALOUR



Graphics.....82

Sound.....60

Playability58

Difficulty78

Lastability72

Atmosphere ...75

Mental74

Overall.....75

Walk North and enter the door. You find yourself in class...

SPACE QUEST



Solution



When taking test look at the guy's test on Roger's right, but only when the robot is facing the other way. Now

walk South and open the closet, take the scrub-o-matic and the cones. Walk South, East, East. Lay out the cones then use the scrub-o-matic to clean the crest (watch following cartoon). Walk West, West (watch following cartoon). Walk South and look at your test results. Congrats Captain Wilco.

Walk North and meet Cliffy, your chief engineer. Have a look around if you like. You can either go to the Lab (West) or to the air-lock (press red button and walk on the platform). Walk North and sit, talk to your crew and find out a bit about them. Give order to Flo, hail ship, now give another order to hail Starcon. Now to get your co-ordinates, look at the Galactic Inquirer magazine you should have received in the packaging. Now look at page 17 and 18 (Gir Draxon's predictions for 3010). In the background are the co-ordinates. Give order to Droole, lay in a course for Gangaularis, then tell him light speed (watch following cartoon).

Talk to your crew again to find out some info. To talk to Cliffy, press the green button by your side. When told approaching, give order to Droole for regular speed. Tell Droole to activate RRS. (Watch following cartoon). Exit and walk North. Open garbage compartment (press black button), you now own a face hugger. Look at Cliffy's tool box and take everything possible. Walk West, East, West and walk toward bottom of screen. Put Spike in the container on the right side of the screen then put anti acid tablets in the container. Walk North, North and sit.

Lay in course for Peeyu. Light speed when approaching, go regular speed and activate RRS. (watch following cartoon) Talk to your crew again for more info. Lay in a course for Ku. Watch following cartoon. Exit, Walk North, West and beam down on the planet. (Watch following cartoon) Walk North, West and beam down on the planet. (watch following cartoon). Walk North, East and then walk on the tree overhanging the waterfall then keep walking until you fall over (not the hollow trunk). Take branch and walk North, East, Cross over through the trunk and use stick on hanging fruit, take fruit and walk West, North, West, West and then jump the chasm. Climb up and use the stick on the big rock. Go down all the way back from where you first started on the planet.

Walk North, East and hide in the hollow trunk. When the Androidess lands, stuff the fruit in her exhaust pipe. Walk out and take the head. Walk West and North back to starting point.

Back on ship walk North, West then energise back on the planet. Walk North and use the leftover part from WD40 on yourself. Walk on platform. Open compartment on right side of the ship. (play around with the dials till it all opens up, but be quick about it). Grab the cloaking device to get out of there as quick as possible. Walk North, North and sit. Get a status report and then lay in a course for the space bar, light speed and regular speed on approach, standard orbit and energise onto the Space Bar. (Don't forget to take Spike with you). Look up at the balcony at the right and you should recognise familiar faces, Captain Quirk and the alien from the message you intercepted. Sit with your crew. (Watch following cartoon). Quirk will challenge you to a game of battle cruiser. (Make sure you win).

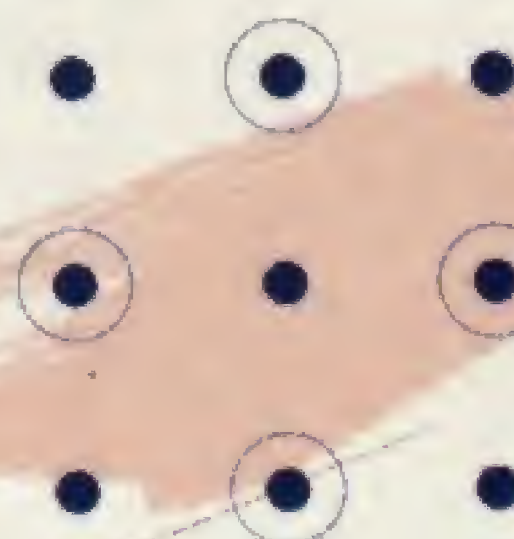
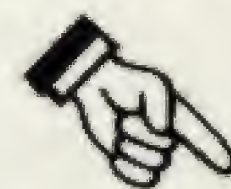
After winning come down to watch Cliffy belt the shit out of another Starcon commander. Watch them take him away then sit with your crew. Take the "space monkeys" free sample and drop it in your drink. Walk East, now deactivate the force field using the control panel, now walk over to Cliffy's cell (the second on the left) and talk to him. Now use Spike on the bars. (watch the following cartoon). Now back on the ship, get up, North, West. Meet your new crew member WD40. Talk to her to get info. Put Spike back into container, close container. North, North, sit. Lay in a course for Krolox II, light speed, when approaching, regular speed, and standard orbit, hail planet. Talk to whole crew for info, (pressing orange button by your side lets you talk to WD40). Get status report and the rest of it. Exit, North, West, energise onto planet. Walk into greenhouse and operate computer. When the mutant attacks and starts spitting, dodge the spit until Droole. Pick up the piece of paper on the floor and read it. Operate computer and type in code found on paper. Read log then exit. Leave greenhouse and walk West next to the junk.

When you find the canister of primordial soup, look at it. (Take note of the number written on it). Exit and return to ship. (Call Flo to beam on board using the communicator). North, North and sit. (watch following cartoon). Talk to crew for more info. Lay in a course for Tharkus. Light Speed, regular speed on

ADVENTURE ZONE

approach and standard orbit. Get recommendation for WD40. Exit, walk North, press red button then walk on platform. Open two compartments next to the suits and take mask and air tank. Operate panel, open elevator door and enter elevator. Walk West, wear mask and energise onto planet.

Look around and walk West then East up to the pod, look inside pod. Take coat and press red button. Look around pod then exit. Walk West, Walk toward the left side of screen when someone will jump you. Use the coat on Bea and contact Flo, then wait until Bea throws down vine. Grab vine and you'll be saved. Open Cryogenic cooler, open and put Bea inside. Now look at the cooler and then look at instructions. Freeze Bea for 10 seconds. North, North and sit. Raise shields, evasive action then choose the first option. When Cliffy floats away, exit, North, go down to the airlock. Operate panel, rotate pod then get in and save Cliffy. Then head back to the ship (the red dot on the scanner is cliffy and the green dot is your ship). Operate panel and use elevator, walk North, and sit. Lay in a course (enter co-ordinates found on canister on Krolox II). Light speed, talk to crew for advice, when approaching regular speed, standard orbit, and hail planet. Get recommendation from WD40. Exit, North, West, Energise onto planet. (When you're on the planet, due to a malfunction your wires are crossed with a fly and you're now a fly yourself). Fly West and go into the opening on the wall to the left side. Now take heed of the beams of light. Walk under all of them one at a time. Draw three dots one on top of the other and make three lines altogether like this:



Now whenever you walk under a beam and some mechanism pops out, circle that dot. Do that for all of them. Now fly onto the computer, press restart by walking on it. Press accounting and read through all the files (note Raemes T. Quirk). Press projects and read all the files. Press activity log and scan all over the files. Then at main menu press systems. Walk on the #3, press security and look at all the cameras. Fly away and out East back outside. Fly East, press the fly icon about 1cm left of the communicator, a plant should jump at you and try to eat you, should miss and land on the communicator therefore turning it on. Now talk to Flo. Fly West and go to Cliffy. Fly behind to the garbage bin. Click icon on yourself. Walk to keycard slot (use your hole punch on the business card and punch a hole everywhere except for the places where you circled on your diagram). Now insert your card and the door should open. Walk in, press black button and take both canisters. Walk out. Now get back to the Eureka. Watch what Spike is doing and choose the fourth option, look at the cryogenic cooler, choose defrost, 10 seconds and start. Take her out and place her on the transporter. Talk to WD40 for advice. Walk North, North and sit. Talk to crew for more advice.

Lay in a course for Gingivitis. Light speed, regular speed when approaching. Cloak ship by calling Cliffy. Talk to crew, stand, walk North, West. Talk to Cliffy and look at all possible ways of entering the Goliath. Walk North, and go down to the airlock. Look at panel, choose pod rotation, enter pod. Choose second compartment from the left as Cliffy suggested. Open door, and use laser cutting torch on the ship. Walk directly to the panel with the flashing lights before the mutant guard walks in. Look at panel and use the distributor cap on it. Exit via the way the guard left. You are at the moment on level 8, you must get to level 2. To do so, open grate on the floor and make your way through until you get to level 2. Once in level 2, search for a little panel with a switch, look at the switch and turn off the shield. (watch following cartoon). As soon as everybody is on the transporter and the doors are closed tell Cliffy to hit the switch. Beam back on board to Eureka. Walk North, North and sit. Fire, activate RRS. Give order to abandon ship, sit. Press red button by your side and activate self destruct. Exit, North, West and open cryogenic cooler to let Bea out. Stand on transporter and energise. Walk North and into the hole on the right side. Take out the middle circuit fuse on the top and replace it with yours. Exit and make a jump for the Lab. Take Spike and energise. (Watch following cartoon). Congratulations! You have won!

Solution by CHRISTIAN HALEBLIAN



THE HIGHLIGHTS

SPLATTERHOUSE 2

Mega Drive

Press A, B, C and Start together game to reset.

Here are some level-select codes:

Level 2 - EDK NAI ZOL LDL

Level 3 - IDO GEM IAL LDL

Level 4 - ADE XOE ZOL OME

Level 5 - EFH VEI RAG ORD

Level 6 - ADE NAI WRA LKA

Level 7 - EFH XOE IAL LDL

Level 8 - EDK VEI IAL LDL

SUPER MONACO GP

Mega Drive

This code will take you to the 11th round in MADDONNA'S team with 90 driver's points.

0QG3 NBCG E100 0000

080H 00HC 2435 E689

7ABD FG90 0000 0001

0000 0000 A200 19C0

Francis Smith

Sydney NSW

SUPER HANG-ON

Mega Drive

This code takes you to the last level on Super Hang On.

5FF3F546F35564

FFOSLPIMFJQNKS

Francis Smith

Sydney NSW

DRAGON'S FURY

Mega Drive

Password

This password enables you to begin with a score of 13 million points and 99 balls.

UFELF078TL

Brad Jennings

Melbourne VIC

TOE JAM AND EARL

Mega Drive

To get presents from Santa, wait 'til he looks into this bag, then tiptoe up to him (A button). When he looks up again, sneak some more. If you reach him, he'll drop you presents.

Brad Jennings

Melbourne VIC

GHOULS AND GHOSTS

Mega Drive

Invincibility

Switch on your Mega Drive and press Reset 4 times, then let the title screen appear. Press "A" four times then up, down, left and right. You will hear a sound effect. Press start and you will hear the same sound. Now press "B" and start together to begin. But you are only invincible against all living creatures and you can still run out of time.

Brad Jennings

Melbourne VIC



GOLDEN AXE

Mega Drive

On one player mode in arcade, hold DOWN, LEFT then press A and C at the same time. Let go of all the buttons then hold DOWN-LEFT. Hold B and START and let go of DOWN LEFT. Then use it to choose a level (you also get 9 continues).

Mark Harrison

Coffs Harbour NSW



JAMES POND

Extra lives/Level Select

Mega Drive

Here's a cheat that you have not probably seen. Go in the first door and get the Penguin and kill yourself on the spikes, go back to the area and get the Oil, Wine, Earth, Racket. Now go over the spikes and get the lips ice-cream Violin, Earth, Snowman. Now you should have infinite lives. Finally go forward and get the Cake, Hammer, Earth, Apple, Tap for invincibility.

Level select:

At the start hold down A, C, and down, Left. Tap start, let go of the buttons and a hidden options screen appears!!

Jjc

West Beach SA

WONDERBOY III

Master System

When you get hades first choose Prince Armour for infinite lives.

Mark Harrison

Coffs Harbour NSW

STREETS OF RAGE 2

Mega Drive

Also on level three in the alien cave, when you've got to the monster stand in the centre and bottom of the screen and press B to get a hidden extra life!

Jjc

West Beach SA

G T I P S

DYNAMITE DUKE

Mega Drive

On the title screen, press C ten times and then start. This turns Options into Super Options.

Jeremy Newlyn
Rye VIC

STREETS OF RAGE

Mega Drive

When playing in one player mode and about to get drilled, swap the joypad into port 2 and begin with full lives and continue.

Jeremy Newlyn
Ryde VIC

TOKI GOING APE SPIT

Mega Drive

Level Warp

Start by setting the options difficulty to easy. Then, play the game until you earn 12,000 or more points. Die, and select "End" on the continue screen and put anything in the name entry screen. Then, press start and watch all the demos until 8-3 (the screen when Toki spits, and the background lights up). Watch the 8-3 demo until you die and the game will pause. If you press the Start button at this button at this point, you will start at level 8-3!

GAIN GROUND

Mega Drive

Level Select

Go to options screen and press A, C, B and then C.

SOL FEACE

Mega CD

Press A, B, C, A, B, C, B, C, B, A and Start on the title screen. Enter the config mode, Start, select your level, select mode, press right until the symbol MY99 appears for 99 ships.

SPIDERMAN

Mega Drive

A few people have a bit of trouble taking out Vemon. To nail this bugger, duck and shoot a few webs until he's hit, then walk toward him and he will jump over you. Repeat this until he jumps away.

Jeremy Newlyn
Rye VIC

ROAD RASH II

Mega Drive

To ride da Wild Thing! 2000

Hold UP, A & C on the title screen. Now press START to get to the race selection screen. Let go of all buttons. All you have to do now is get ready for the ride of your life. Juice up that nitro!

BLACK HOLE ASSAULT

Mega CD

Secret Game

Have you always wondered what Pong would look like if it was done on the Mega CD (no, I haven't either). Well now you don't have to ask much longer. Go to operation BHA and enter your name as AZY.

Instant Death to your opponent!

Enter your name as BIGNET. Now go ahead and play the game, if you start getting your ass kicked press start (on your second controller) and your opponent will fall over.

LOTUS TURBO CHALLENGE

Mega Drive

On the password screen enter MANSELL to qualify each time.

THUNDERFORCE 4

Mega Drive

Select zero stock ship on the options screen. Then move to exit and hold down A, B and C. Press Start until you're into the game and you'll have 99 lives. If you lose them and then continue, you'll still have all 99.

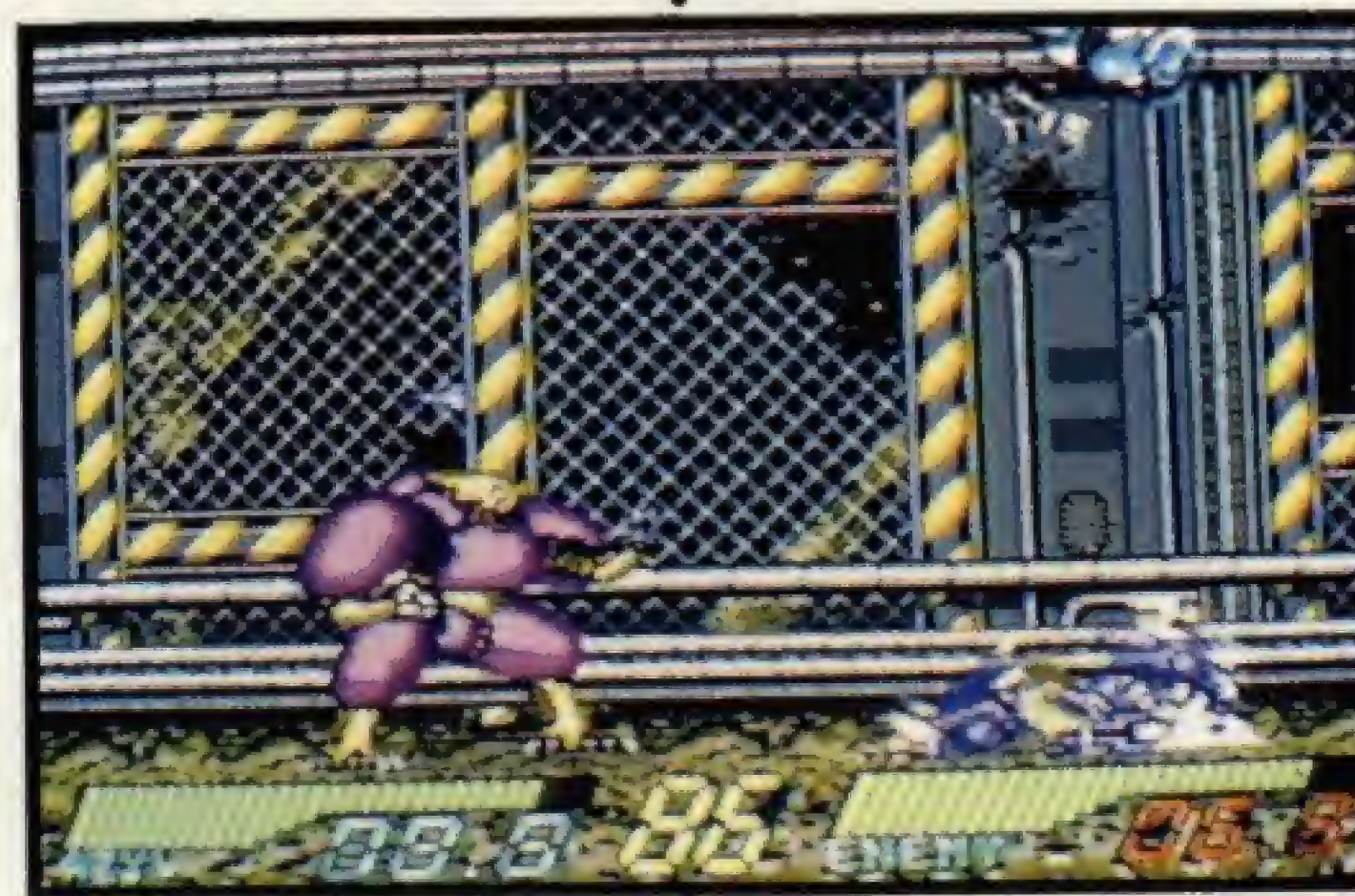
ALONE IN THE DARK

PC

If you're stuck at the stairway with two demon-like-winged-creatures and can't kill them, go to one of the rooms leading off the hallway, where you should find a vase. Smash it and you should find a key. Use the key in the drawers with the teddy on top. You will find two mirrors. Go back to the demon guys and walk up to the

drawer with the doll on top. Drop the mirror on the doll and the demons will psyche mass bad. Do this to both of them and they will die (from their own reflection).

Daniel Verberne
Churchill VIC



HIWITS

LEMMINGS

Codes for every level — Mega Drive

	FUN	TRICKY	TAXING	MAYHEM	PRESENT	SUNSOFT
1	RXGBD	FPBMD	FZBMD	SQBMD	—	HLDCW
2	WQHMN	XMJWF	GDHKP	HZJSG	ZXLYG	BVLJY
3	TXBGD	DZBJF	JLBDF	SFBKF	YJDTW	NPDQZ
4	YQHMN	WXJSG	KHHKP	QDJTG	KRLQK	HRMZB
5	LNBJM	ZPBLN	BFBGN	VKBCR	XRFMJ	MTFPK
6	OGHPW	SNJVP	HMJCB	KMJMS	DWLPT	GWMYL
7	NNBJM	YSBLN	KTBWQ	VYBYR	CHFCK	SBFFF
8	SGHPW	RRJVP	LQJCB	SXJJT	NZLDP	MLMLH
9	BYBGD	RDBKF	YHBVH	PNBXJ	XVDWV	NBDZW
10	GRHMN	KCJTG	ZLHXS	JMJWF	DZLYG	MPMZB
11	DYBGD	VSZBH	CTBRJ	TRBMD	CLDTW	TFFNB
12	JRHMN	NRJJK	DQHXS	RQJWF	NSLQK	NHMXC
13	VNBJM	RJBCR	VMBTR	RSBLN	BTFMJ	DFFHF
14	ZGHPW	KHJMS	BGHPW	GVSVP	HXLPT	XHMRG
15	XNBJM	QMBCR	DNBJM	WLBCR	GJFKK	FYFDG
16	CHHPW	JLJMS	FKHPW	TKSMS	XHLHP	DMMFL
17	BCBJD	YZBBJ	JFBJD	GDBCV	XGDBW	VFDVZ
18	GVHNN	RYSLK	KJHLP	VMJJL	DLLDH	PPMBD
19	DCBJD	XLBYJ	MQBFF	GSBYJ	CHDXW	BVDGW
20	JVHNN	QKJL	NMHLP	DRJL	NDLVK	VWLQX
21	VTBKM	TBBBS	FKBHN	PPBSM	BFFRJ	ZYFFG
22	ZKHQW	MZJKT	LRJDB	DRSLP	HJLTT	TBMQH
23	XRBMK	SFBBS	NYBSXQ	PDBQN	GTFNK	GFWFJ
24	CLHQV	LDJLT	PVJDB	MCJZP	RMLJP	ZFMMD
25	LCBJD	LQBYJ	CNBWH	JSBNF	BJDBW	BWFRB
26	QVHNN	OPJJK	DRHYS	CGJPK	HMLDH	XYLNX
27	NCBJD	PQBND	BYBSJ	NLBFJ	GXDXW	FQDBX
28	SVHNN	HPJXF	HVHYS	LKJPK	RFLVK	YRLLY
29	FSBKM	LGBQM	YRBVR	LMBDS	FGFRJ	JYFTJ
30	KLHQM	DFJZN	LRHSW	ZNJNT	LKLTT	CBMFL



DRAGON'S LAIR

PC

Escape from Singe's Castle

Use these moves correctly to finish the whole game and defeat the shape shifter in the end:

1. Right
2. Down, up, up, left
3. Right, left
4. Up, up, up
5. Fire, left
6. Press right simultaneously
7. Left, left, right, fire, left, right, down, fire
8. Right, down, fire
9. Fire, light, up, up, up, left
10. Down, right, right, up, left, right
11. Down

G & TIPS

- 12. Fire, fire, fire
 - 13. Right, up, left, right
 - 14. Press up simultaneously
 - 15. Right, left, up, right, up, up, fire, fire
- Wajciech Wawrzyuiak
Five Dock NSW

CENTURION

Mega Drive

When in Dalmatia, select 'NASTY' and then 'ASK ALLY', then offer a low tribute, and you have avoided a battle, thus preventing any of your soldiers from dying.

Jeremy Newlyn
Rye VIC



DUCKTALES

The Quest for Gold

PC

When starting the game, don't go to the map, but go to the money bin first, and from it retrieve the \$1000 coin. If you don't get it on the first go, keep on going inside until you get it. After getting it, go to the computer (stock exchange) and find the companies which own shares from Chart B. Buy the most expensive shares from Chart B. (Make sure to use as much of the \$1000 as you can). You go on your quest in the map area. Return to the office on day 28 and sell your shares back to the company you bought them from. Your shares will now have increased up to four times their original value.

COMMANDER KEEN 1, 2 AND 3

PC

If you press 'T', 'C' and the space bar simultaneously you will get all the key-cards and the pogo stick. Also, if you hold 'G', 'O' and 'D' down at the same time, you can pogo to the ceiling, pogo jump in mid-air, walk over land in the world map and you can't be killed by any enemy.

Natasha and Ryan Nunn
Newton SA

COSMO'S COSMIC ADVENTURE

PC

If you press 'C', 'O' and 'F10' (the middle key is zero) at the same time you will get full health and maximum bombs. The problem is that you can only do this once.

Natasha and Ryan Nunn
Newton SA

TANKWARS 2.5

PC

Select rebounding walls, and on your turn make the velocity exactly 800, the angle can be anything you like. But for the best results give angle around 85, no larger. Press spacebar (or click both mouse buttons) and you will shoot a super bullet that ignores gravity and can go through the ground. It will only stop when it hits a tank, but beware, it can destroy you also. It does not work every time, and if it doesn't work for you then it should in the next round.

Joshua McDonald

COMMANDER KEEN 7

PC

God Mode - F10 and G
Warp - F10 and W
Super High Jump - F10 & J.
Brad Jennings
Melbourne VIC

LAURA BOW 2: DAGGER OF AMON RA

PC

The answers to the riddles:

- a) "What is the room you leave but do not enter"
and
- b) "What is the room you enter but do not leave"

Are

- a) WOMB
- b) TOMB

Natasha and Ryan Nunn
Newton SA

POLICE QUEST

PC

In Wino Willy's, to get the guys to move their bikes from Carol's Caffeine Castle, write 'move bikes'. As soon as they say "Say goodnight, pig! We're gonna kick the S&# out of you!!". Press F10 quickly. He will back away, saying "Yo guys, let's blow this joint".

Matthew Guerini
WA



THE COMIC FIX



HI

WELCOME TO THE
THIRD INSTALMENT OF
THE COMIC FIX.

THE US SUMMER (OUR
WINTER) IS USUALLY THE
BUSIEST TIME OF THE
YEAR FOR COMICS. THIS
YEAR IT'S NO EXCEPTION.

THE BIG NEWS IS THE
DEBUT OF JIM SHOOTER'S
NEW PROJECT, PLASM.
YOU REMEMBER JIM AS
THE GUY WHO CREATED
VALIANT AND HALF THE
CHARACTERS. WELL, HE'S
BACK IN A BIG WAY.

PLASM #0 DEBITS THIS
MONTH AS A 150 CARD
SET. BY PUTTING THE
CARDS TOGETHER IN
NINE SLEEVE HOLDERS,
YOU GET THE THIRTEEN
PAGE PLASM #0. NOT
ONE TO MISS.

Dark Horse are also debuting their new world this month. Labelled Comics Greatest World, it will be a 16 part story with each issue being released each week costing \$1.50. The story is divided into 4 chapters, each chapter being 4 issues. The first chapter is called Arcadian and focuses on a mysterious vigilante type called X. X is killing people involved in shady dealings and is causing quite a stir. Each subsequent book introduces new characters while following X's story.

Also out from Dark Horse is the new Aliens/Predator 12 issue maxi-series. The art is by Jackson Guice and written by the X-citing Chris Claremont. This should be superb.

Image have two new series debuting this month. One old, one new. The old is Savage Dragon by Erik Larsen. Savage Dragon stood out from the initial Image stock featuring superb story and art. Now he returns in his very own ongoing series. Due to events in Image O (did you get your copy?) the Dragon has become seriously unhinged. The pressures placed upon him have turned him into a brutal, brooding dark soul. What follows is hot for the heat.

Union is the new superhero creation from maestro Jim Lee. Union is a character from the outer reaches of space, who with the help of a mysterious stone, is one of the most powerful men on the planet. Drawn by Wolverine's Mark Texeira, who is one of the most visually stunning artists around, this

book will burn.

While mentioning Wolverine, there's a surprise in store for all you wolvie readers. His arch-nemesis Sabretooth gets his own mini series this month courtesy of Ham and Texeira. Sabretooth finds himself in the unusual position of being the hunted, not the hunter. This will be excellent.

Valiant premieres another new series this month, Secret Weapons, by Joe St. Pierre and Bob Wiacek. This hot new title features several established heroes banding together to defeat various evils. In this case, Dr. Eclipse, master Darques new evil champion. Make sure you grab this.

July sees Cerebus Zero hit the stands. Cerebus is constantly one of the best books published. Zero sees the collection of five issues not reprinted in the mammoth paperback collections. This is a great place for new readers to start.

Jurassic Park. No adjectives seem to suit those two words. Jurassic Park is the most expensive and secretive movie ever to be made. The phenomenon has flowed over into the comics field. Topps will be publishing a 4 issue comic adaptation by comic greats Simonson, Kane and Perez. Advance releases from this look excellent. Topps are also responsible for the card set accompanying the movie. This will be an 88 gold foil set featuring art by some of comics greats. Watch out for the game of Jurassic Park too.

Upper Deck will be premiering the Valiant Era set this month. Featuring all the covers released to date this set will really fly.

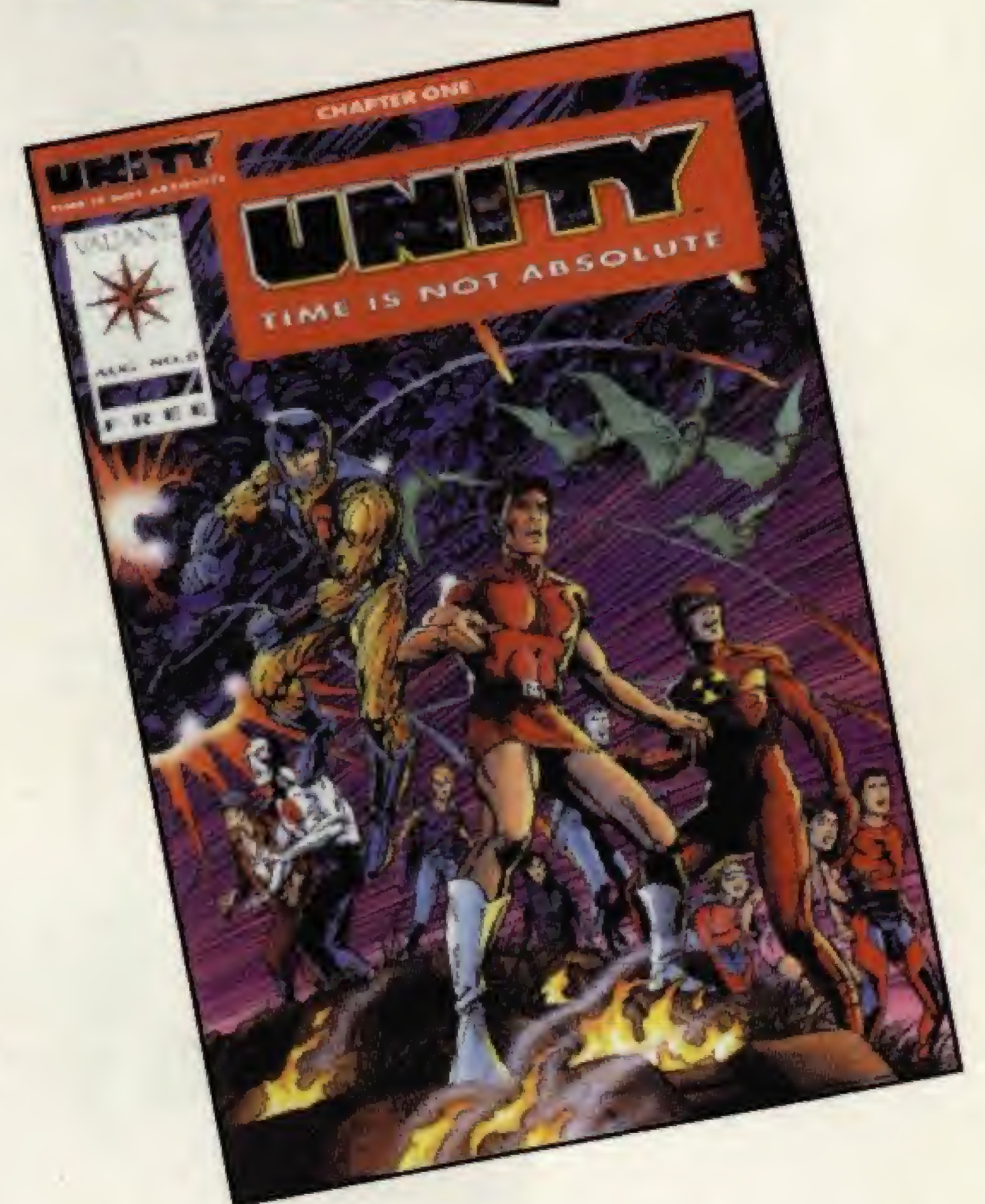
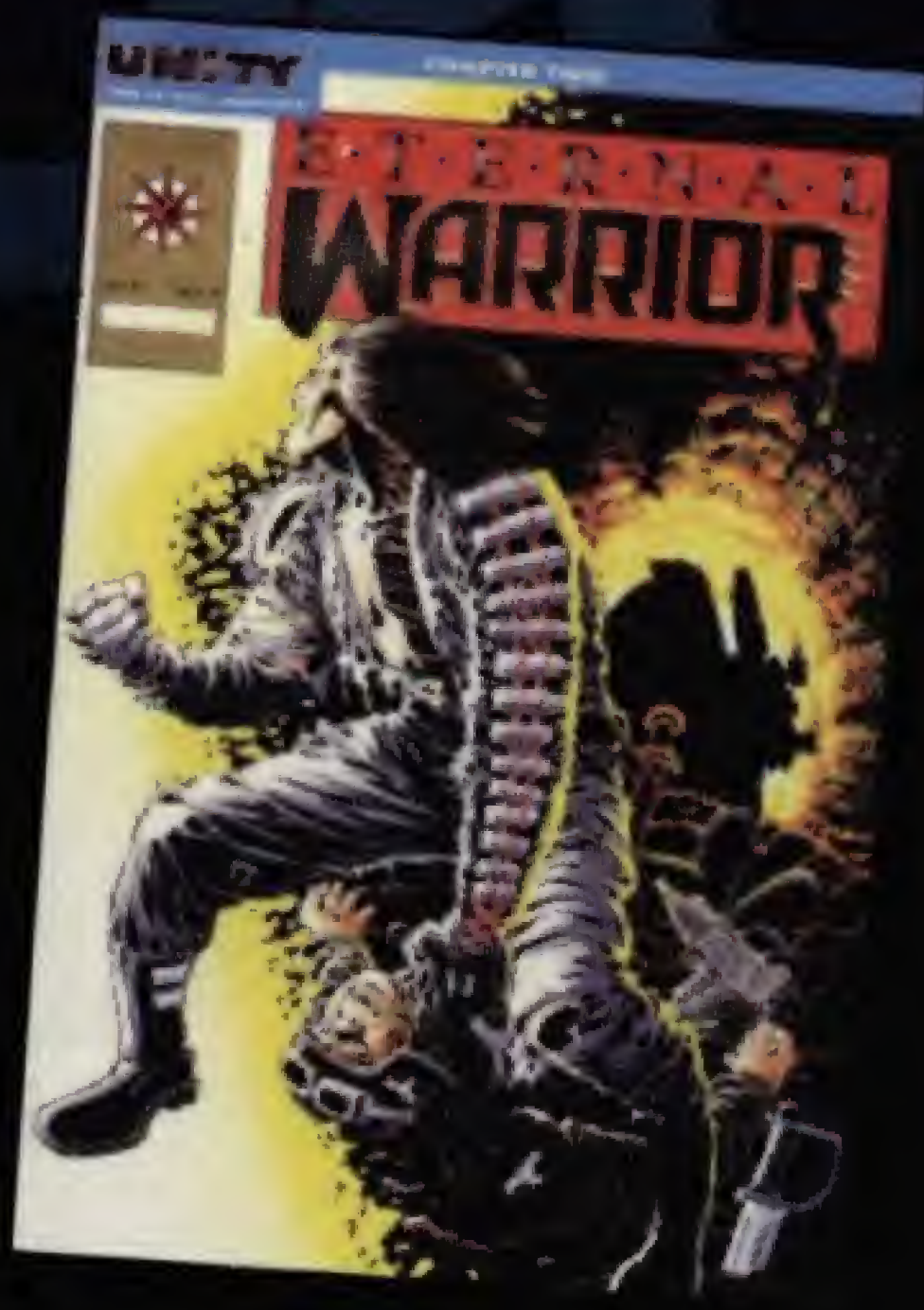
VALIANT THE CHANGING FACE OF THE INDUSTRY

Valiant are fast becoming the most interesting success story of this decade in the comic world. There are many who were sceptical about them to begin with, and Valiant remained fairly unnoticed when they debuted as a comic publisher back in 1991. Eventually they exploded into stardom with an exciting comic universe that was closely interwoven, and some of the best talent in the business working to produce it. Few could anticipate the ensuing scarcity of the comics and high prices soon demanded for Valiant back issues. They have affected the marketplace more than any other newly formed publisher, but what could they have done to cause the comic buying market to suddenly take notice?

One of the forces that helped push Valiant through its tough "birth" was the marketing team. The 1990's (known in the comic world as the gimmick age), have brought with it the boom of cover enhancements which many publishers have leaned towards in order to sell their comics. Being an average collector with not a lot of cash it can be hard to decide what to buy from the hundreds of titles available every month. These gimmick covers are designed to draw the buyer's eye towards that product and as a result the purchase is made regardless of what's inside.

Valiant didn't want to design cover enhancements purely to help sell comics where the

WOW



buyer didn't know what was inside. Instead with the contents of the books already of a high standard they mainly did the covers to introduce a new line of book. They steered clear of the more mainstream gimmicks and introduced some of the nicest covers to appear on comic books. They were the chromium covers that were featured on the Bloodshot #1 and Turok #1. Valiant aims to not to flood the market with hundreds of back issues sitting idly, but to print enough to keep Valiant readers happy and to attract the new readers.

One part of the promotional scheme that has drawn the whole industry's attention is Valiant's gold promotion. These comics were the regular editions, except for special gold covers. These were given to dealers as a thank you for supporting Valiant Comics, but in turn they have become very rare and are a proud addition to anyone's collection.

Due to Valiant's high prices in the back issue market, many collectors wanting to read and enjoy these comics may have been discouraged. So they have released the first 4 issues of a title in a collected volume called a Trade Paper Back (TPB). These collected volumes also have an added incentive, the #0 issue. This is featured in the Harbinger TPB. Also released is the X-O Man O War TPB, which has a detailed description of the X-O armour.

The greatest accomplishment for a company is to successfully bring forth a universe that introduces and establishes itself as closely and realistically as possible. That's exactly what Valiant did, and it was in the

form of a cross-over that closely tied each of their titles together. The story was called UNITY and after its release Valiant was definitely on the map.

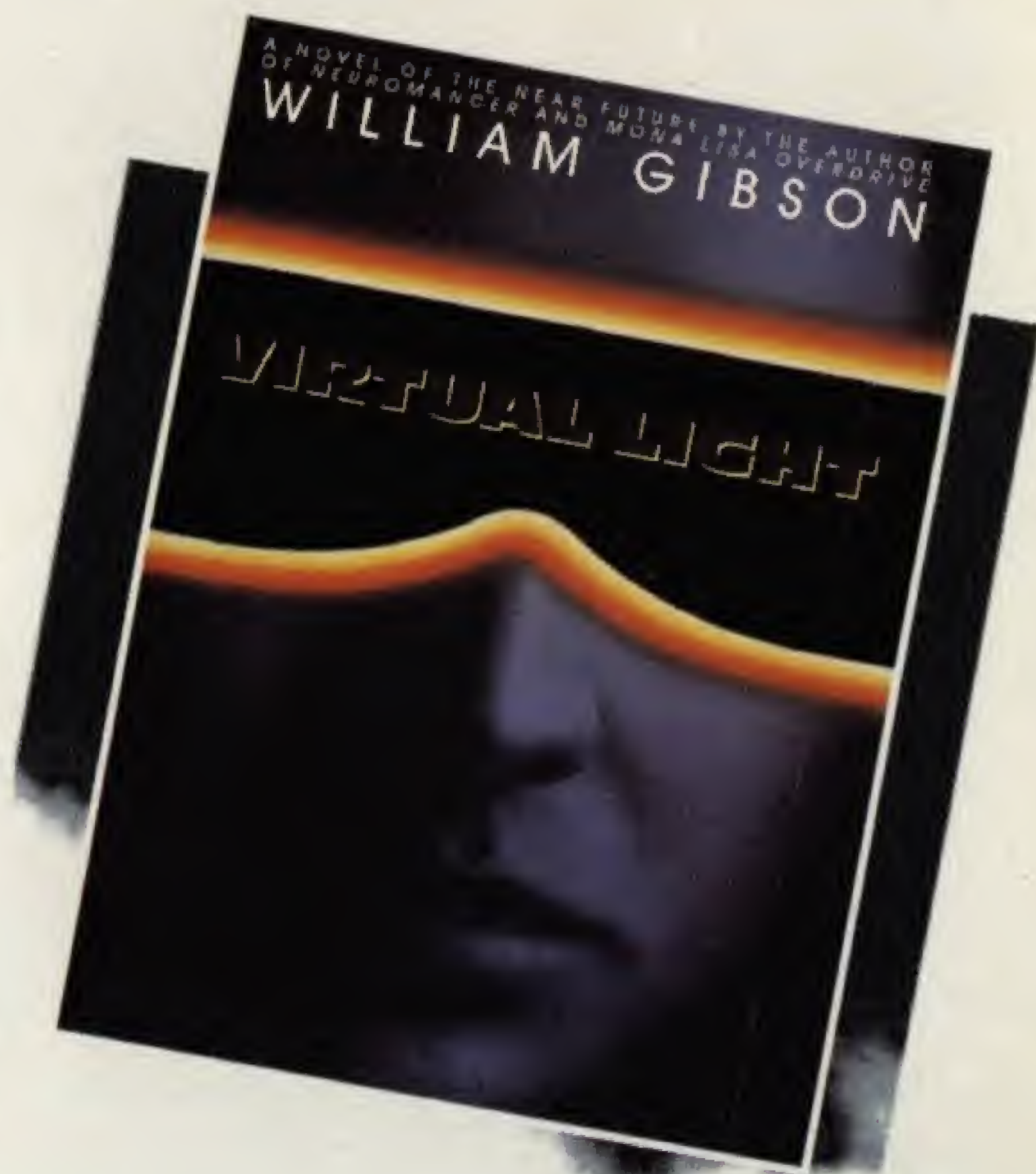
What Valiant have accomplished has made the bigger companies turn around and take notice. Everything they have done so far is going to make them huge contenders for a large share of the comic market. The trends they have set have only been partly successful by other companies, who are now trying to emulate the success Valiant have now enjoyed over the past year. Image, Marvel, Darkhorse, Malibu and Continuity are all marketing their comics with the same strategy but are really departing from Valiant's original ideals. So instead of being a special item for comic readers, cover gimmicks have become a money-making scheme for the publishers.

If you have become tired of the more mainstream publications, branch out to the Independent lines of comics. Valiant are releasing some of the best quality, with storylines and artwork a little more mature than the titles produced by other companies. You can rest assured that if Valiant's name is on the cover, your pennies will be well spent.

That's it for this month. We'd like to thank all those who sent in letters and Superman entries. We're going through them and all winners will be announced soon. All letters should be sent to : The Comic Fix, Megazone, Locked Bag 7, Rosebery NSW 2018.

And remember don't forget to read your comics.
Wayne Lawson & Nick Smith

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A game with all the technology and dark-future anarchy

of Cyberpunk

and the magic and adventure of

classic

high-fantasy.

SHADOWRUN RPG

The '80s saw many RPGs die. The genres that had been established were over-accommodated for. That is, there were maybe 15 science-fiction RPG's, 20 fantasy RPG's, 10 hero RPG's and a few other spy, war, horror or generic systems. A lot of these just disappeared, with a handful consolidating themselves and now dominating the scene.

But Shadowrun, from Fasa Games, offered something new and hip, but still familiar. A game with all the technology and dark-future anarchy of Cyberpunk and the magic and adventure of classic high-fantasy. Their key ad-line is 'where man meets Magic and machine', but the game tries to be an up-to-date system catering to today's gamer. It is comprehensively supported, with several novels available outlining the alternate future of 2050.

The rulebook outlines the world and provides copious illustrations of the potential 'archetypes' that players can role-play, from a street Shaman to a Merc, an Elven decker to a Detective, a Tribesman to a Dwarven Biker Gang-member. Its popularity since its inception in '89 has produced a 2nd edition. As one can imagine, the scope of this world is wide. Huge. So, Fasa kindly provides heaps of supplements covering, quite comprehensively, info on places (like Gothic London or Neo-Anarchist North America), Magic, technology and the creatures evolved from Magic and Techno-side effects. But what I find most interesting (and I'm not sure whether it's an effort to be non-sexist or just keep the boys' attention), is the abundance of women. In the rules, everywhere, - archetypes, characters in the books, miniatures, good-girls, bad-girls, with pump-action shotguns, etc. etc. etc.

If you're into RPGs, check out Shadowrun. It's the coolest one around at the moment.



VIRTUAL LIGHT William Gibson

That's right! Bill Gibson's finally written another book - and it should be available as a hard cover any day now, and paperback by the end of the year...hopefully! Other than 'Neuromancer' and its two sequels, 'Burning Chrome' (his short story anthology), and 'The Difference Engine' (written with Bruce Sterling), he has really nothing else available to read. But he is still considered Cyberpunk's most prolific author and his style, an info packed, quick moving pan of imagery constantly offering pieces of an intricately planned future, meshed with characters, social groups and forms that are directly evolved from here and now.

His 'Neuromancer' sequence is set mid 21st Century. 'Virtual Light' is set around 2005. The LA-San Francisco sprawl in its early days. The story is basically about two people. One is a young bike courier, delivering god-only-knows-what, on a super-light Japanese-meshed paper framed bike.

The other is an ex-cop, ex rent-a-cop, cop-for-hire, with lots of training but little successful experience. Their tales and the plot that evolves from them is a complex weave through the colourful multiplicity of its society. From the spontaneous, free masses that reclaim and live on the San Francisco Bridge, wrecked and unused from a catastrophic quake; to the Russian cops that seem to have found an ideal home after demise of the ultimate Police State; to the night-lives of the rich and suspicious moulding the future with their profiteering and their technological clout, such as 'Virtual Light'.

Moulding the future with

don't know
exactly exactly
where i am

Fantastic Journeys

ANNO DRACULA

Kim Newman

Vampires here. Vampires there. Movies. Books. Detective vampire stories, even romance vampire stories - Mills and Boons with some bite. Vampire novels are everywhere at the moment. But this one's a little different.

It's set three years after the events of Bram Stoker's novel. But Bram's ending ain't the way it really happened. Dr. Van Helsing and Jonathan Harker died in their attempt to destroy the Vampire Lord and his plans on London. So London's changed. Permanently.

The London of the late 19th Century with its decadence and culture and poverty, pollution and social disintegration has vampirism, a transferable physical condition, to deal with as well. Vampires are prevalent amongst all levels of society, especially so amongst the wealthy and eccentric - indeed they are the Vampiric norm. But poor Vampires have to deal with immortality and poverty.

Vampirism is not necessarily the best thing for a society. And then there is the 'silver knife' - a Vampire-killer of noted success. Score one against the suckers. But Dracula now has his eye on Queen Victoria, a lady of unarguable power - even without fangs, and who knows what's going to happen next? Who knows? 'Cause it's Anno Dracula. The year of Dracula. (Check out the coat of arms on the book-cover - gruesome).

ELVISSEY

Jack Womack

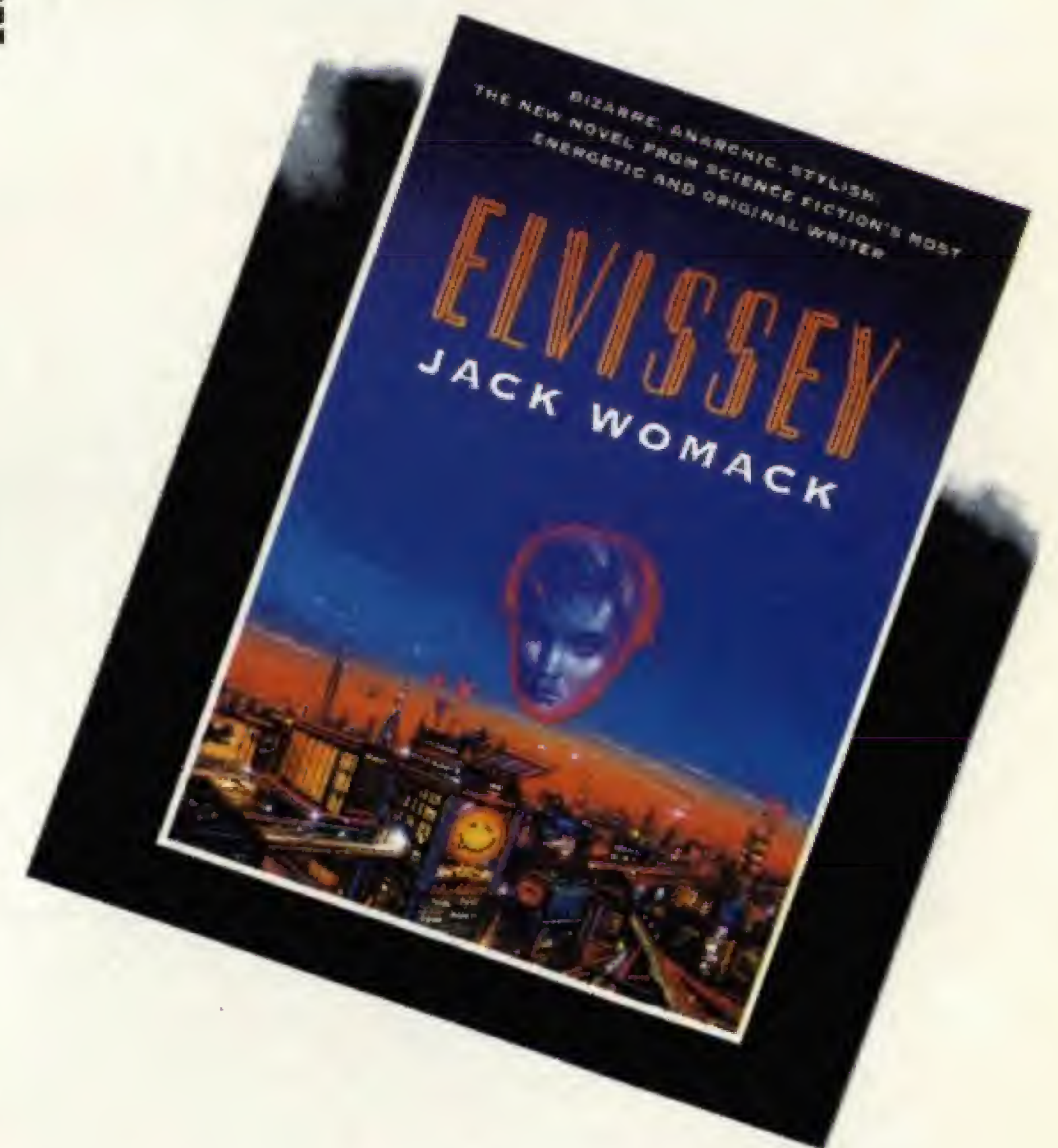
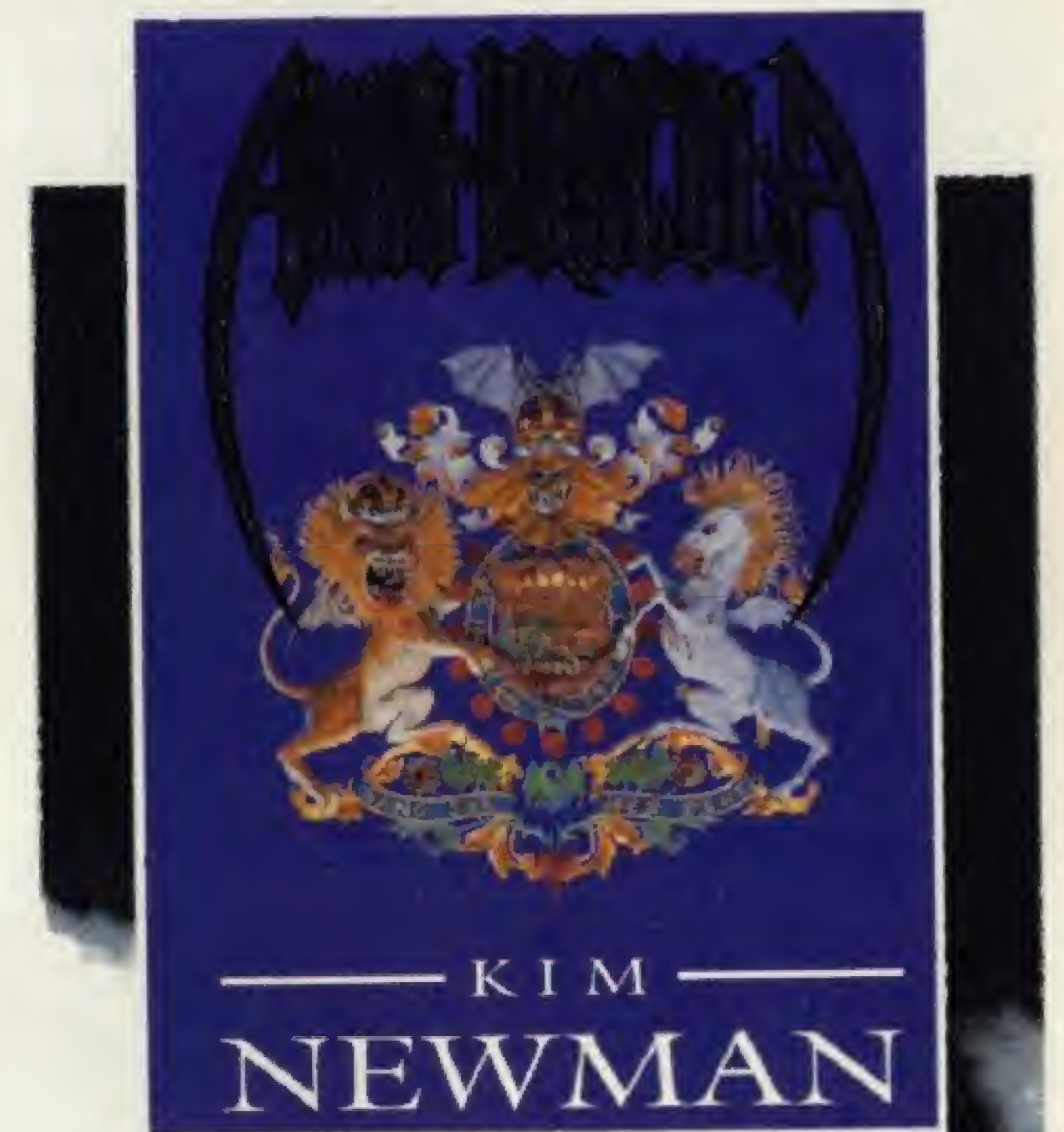
The single most important social figure of the Twentieth Century. Generating more bucks from a gutful of fried chicken than you can dream. His face is everywhere. He did not die. He cannot die. Elvis.

It's the future. Society is a different beast. Everyone has more time. Maybe a cosy apartment, safely contained and protected if you are employed by your friendly corporation - like Dryco. Dryco want to make the world a better place by sending a couple, who happen to be Dryco employees, back in time (possible only through an alternate dimension - that will have the same people affected by a different past) to the 1950's.

The present, in the book, is a world where cancer is a natural inevitability, as is test-tube birth - a natural/uterine birth has no realistic success rate. Dryco can give the people what they want. Salvation. The second coming of Elvis. But what is Elvis like? This alternate Elvis? Can he fit the job that countless years of Elvis legends have made? Can he give the people what they want?

REVIEWS BY BRENDAN BASTO.

All books supplied by Galaxy Bookshop, 222 Clarence St Sydney. Ph: (02) 267 7630



their profiteering and their technological clout

HE BASELINE

MEGAZONE BRINGS YOU THE



JIMMY BARNES

Heat (Festival)

After donning satin jacket and warbling his way through the hits of the 60s, Jimmy gets back to his rockin' roots on Heat. He goes full throttle, hell for leather on a bunch of screamers that make up the first half of the CD before finally settling in for a bluesy set of tunes around track eight, that starts with a Don Walker (ex-Chisel) penned tune called Stone Cold. It's almost as if he uses up all his energy in one go and has to have a bit of a rest, but these songs are better for the absence of bluster, and show Barnesy at his best.

The harder rock songs lack conviction - let's face it, the Barnesy of today is a much mellower bloke than the one who drank vodka for breakfast a decade or so ago, and he is at his most soulful on the slower tunes which really give him something to work with. Stone Cold, A Little Bit Of Love, I'd Rather Be Blind, Tears We Cry and the simple soul song Right By Your Side are all sterling tracks. There's nothing quite as smouldering as Too Much Ain't Enough Love, but these songs more than compensate for the empty rockers that dominate the first half the album. Whether you prefer the rockers or the soulful stuff, this album is probably worth investing in, as there are sixteen tracks in all (roughly eight in each style). It's a Barnesy fest and a must for bonafide Barnesy fans. **6/10**

VARIOUS ARTISTS

A Life In The Year Of Deconstruction (BMG)

Until recently, techno was the fiercest dance music around. With rave now on the scene, thumping along at about a million bpm, techno has settled down, and these days is somewhere between hardcore rave, house and garage. This sampler comes from the premier dance/techno label Deconstruction, the company that gave us Black Box and recently picked up Kylie. And what a fine compilation of its wares it proves to be.

From the industrial pop of Felix to the softer yet still eminently danceable sounds of M People, this is a diverse and glittering array of tunes. Among the finest is Usura's trance track Open Your Mind, although it is hardly original, based as it is upon a sample from the title track of Simple Minds' 1981 LP New Gold Dream. The remixes of M People's How Can I Love You More and Excited finally do the songs justice the latter has been given a wonderful flamenco feel. The unfortunately named Lionrock come up with a thumping techno track - all in all, the standard is pretty high. Good songs mixed with soulful vocals, pounding pianos and zesty synths all delivered with energy and passion make this one of the best dance compilations around. **8/10**



EDDIE MURPHY

Love's Alright (Polygram)

Eddie Murphy is once again hammering on the doors of popdom shouting, "Let me in you motherf*****s!". But it seems that no-one is listening, or no-one wants to. His first LP didn't exactly set the world on fire, and his second isn't likely to either, although it does contain a handful of half-decent tunes and at least one inspired track, Yeah. It features a roll call of modern pop music: Janet Jackson, Michael Jackson, En Vogue, Jon Bon Jovi, Stevie Wonder, Elton John, Paul McCartney, Amy Grant - just to name a few - all lend their talents to the song. Michael also makes another welcome appearance on Whatzupwitu, while politically unsound ragga-man Shabba Ranks helps out on the monotonous I Was The King. (Later on, Eddie covers the Beatles song Good Day Sunshine, but With A Little From My Friends would have been more appropriate!).

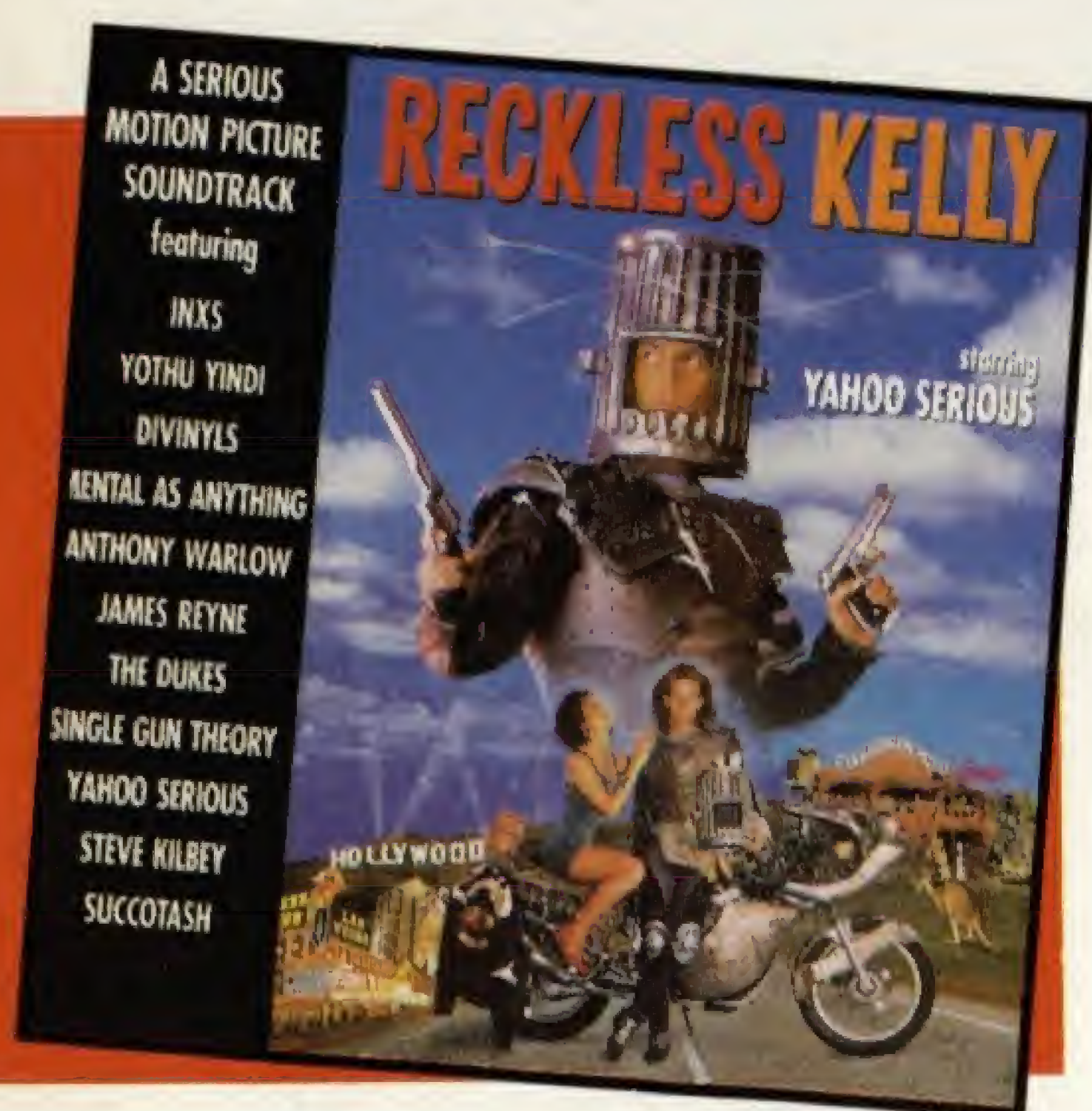
The schmalzy ballads on the CD come as a surprise: Eddie is known for his no-holds-barred approach to comedy, and yet Love's Alright (the title track) clearly shows the funnyman's soft underbelly, as well as the cutesy number called Flower Child and Always To Love - and it's not a pretty sight.

More pleasant are Desdmona, One, and the aforementioned Yeah (which is almost a masterpiece as far as modern recordings go), and Whatzupwitu. The cover of Hey Joe, in which Eddie shows he is not afraid to rock, is a bit of a waste of space, as Jimi Hendrix's definitive version renders all others superfluous. **6/10**



LA STYLE The Album(BMG)

This CD sleeve carries the warning: "This record contains health samples". What it fails to add is, "Anybody who has a heart condition should proceed with caution". This kind of music probably has more in common with speed metal than anything else, despite the fact that there isn't a guitar within hearing range (which, if you listen to this loud enough, won't be very far at all!). "Raving" is not one of my favourite pastimes. Having said that, this CD isn't wholly distasteful to me. Some words which sprang to mind upon listening to it were: relentless, repetitive, silly, irritating, amusing, enjoyable, fun, hammering, tuneless, catchy. The opening track, Balloony (which carries the simple sample 'nitrous oxide') is appealing. It's well structured and has lots of tuneful bits that make it memorable and enjoyable. Jesus On Channel Four which features a rap is also good stuff, but I still reckon people are going to look at the rave CDs in their collection six months from now, put them in the player and think, "What on earth did I see in this?" **4/10**



RECKLESS KELLY A Serious Motion Picture Soundtrack (Warner)

This is one of those annoying CDs that is a compilation of songs recorded especially for the

soundtrack, and previously released tracks, so that if you like all of the tunes included, chances are you've bought some of them already. Some are recent chart hits (The Dukes' Faith; Yothu Yindi's Djapana); others from more alternative outfits like; Single Gun Theory and Succotash. So, how to decide? Is it worth the full price for INXS's version of the 60s chestnut Born To Be Wild, or the Divinyls' rendering of The Troggs' Wild Thing? That's a tricky one. If these are the only tracks you're interested in, probably not, although Chrissie and Mark do wonderful things to the song that's been covered so many times it's almost redundant. But it's an eclectic mix of tunes, and I can't really see anyone digging everything on here. The pieces from the film, narrated by Yahoo Serious, sit uneasily amongst the pop songs, while anyone seriously interested in alternative music would be better off purchasing a Single Gun Theory album and Succotash's Bedazzled EP. Nice try, though. **6/10**



EAST 17 Walthamstow (Polydor)

East 17 are a bunch of English lads with a severe canine obsession, who named themselves for the postcode of the area they grew up in, and have been storming the charts all over the world with infectious tunes like House Of Love ever since. Walthamstow, their first LP, proves they're no one-hit wonders. Despite their ties to their hometown, their music has a distinctly global flavour, with elements of funk, hip hop and reggae, as well as straight-up UK dance and techno. And it's diverse: there's that belting hit single, the irresistible pop of Gold and mellower tunes like Deep, which transforms into a techno track at the end of the CD.

The lads have recorded half of the tracks under the watchful eyes of Phil Harding and Ian Curnow who did their apprenticeship at the Stock Aitken and Waterman Hit Factory remixing Kylie (and others), but the songs have all been written by Anthony Mortimer, who, at 22, is the old man of the group. As well as producing their own sounds, East 17 are very proud of their clothing line, which features their cherished mutt, Levi. Naturally, an order form for their various items of clothing is part of the CD sleeve - hell, if they're smart enough to make modern pop this good, they're smart enough to know how to make a quick bob while they're at it! **7/10**



DAVID BOWIE Black Tie White Noise (BMG)

If you thought David Bowie was a boring old fart who made a lot of crap records you'd be right. But that was the 80s. During the 70s, DB was one of the most interesting and innovative rockers around, and he's finally come good, in spite of the catalogue of lame records that dogged him during the last decade. Black Tie White Noise is a great record by anyone's standards, not just those who like him for sentimental reasons (i.e because they remember when he was one of rock's rebels). It has been produced by Nile Rogers, a member of funk band Chic, who have created many classic tunes themselves like Le Freak and Good Times (Nile also produced Madonna's Like A Virgin LP and David Bowie's last hit record, Let's Dance). Also appearing are brilliant trumpet player Lester Bowie (no relation), guitarist Mick Ronson (an original member of Bowie's 70s band The Spiders From Mars) and a cast of talented soul singers. Morrissey even makes an appearance of sorts: DB has covered a tune from his last CD, Your Arsenal, called I Know It's Gonna Happen Someday, transforming into a grand gospel number.

Black Tie White Noise is soulful but not what you'd call a record of the soul genre. It's unusual without being pretentious, and, best of all, it contains some excellent songs. **9/10**

CD REVIEWS

NOW PLAYING AT THE CINEMA



BLADE RUNNER - DIRECTOR'S EDITION

There aren't many films that leave you staring at the screen in dumb-struck awe. Ridley Scott's *Blade Runner* is one of that handful of films. You'll be totally spellbound right from the opening credits as the exploding skyline of Los Angeles 2019 comes into view.

Scott's masterpiece of cyberpunk film noir is back on the big screen in a special "director's edition" that is showing in selected cinemas across the country. There really isn't much difference between the original and director's edition, except all the overt "commercial" touches have been removed - the awkward narration from Harrison Ford is gone and the tacked-on "happy" ending is similarly removed. There are also some dream sequences which help tie a few loose threads together. In other words, the audience is treated with a bit more intelligence, which certainly pays off. With less dialogue, the film is a true visual feast, with vast atmospheric sets and array of twisted characters leaving you entranced.

The direction and cinematography are beautiful, the set design (by noted futurist Syd Mead) is awesome, the acting is brilliant (especially Rutger Hauer and Sean Young), the story taught and intelligent, and Vangelis' haunting soundtrack complements the dark future scenario perfectly.

I really don't care what you do with the rest of your life, but just make sure you see *Blade Runner - Director's Edition* on the big screen. Without doubt, one of the best films ever made. **5**

Stuart Clarke

HOT SHOTS! 2



You won't be surprised to hear that *Hot Shots! 2* is the sequel to *Hot Shots!* The movie once again stars Charlie Sheen as Topper and Lloyd Bridges as Tug Benson, who's been elevated in status somewhat, and is now holding the office of the President of the United States. It also stars famous English comedian Rowan Atkinson.

The plot takes a slight turn from the original. Instead of being a send up of *Top Gun*, the sequel takes the mickey out of war rescue films, especially the Rambo 'classics'. Some top bods have been captured by the enemy and, after three failed missions, the military sends in Topper, as the head of a team of commandos, to go in there and get the men who were sent in to get the men who were sent in to get the men...

The film opens with Topper living peacefully in a monastery à la Rambo III. From there chaos ensues as he goes in, gets tough and kicks butt, with sometimes hilarious, but sometimes not so hilarious, results. The jokes are a bit tired throughout, but you still can't help but laugh at the absurd goings on. **3**

Patrick Smith

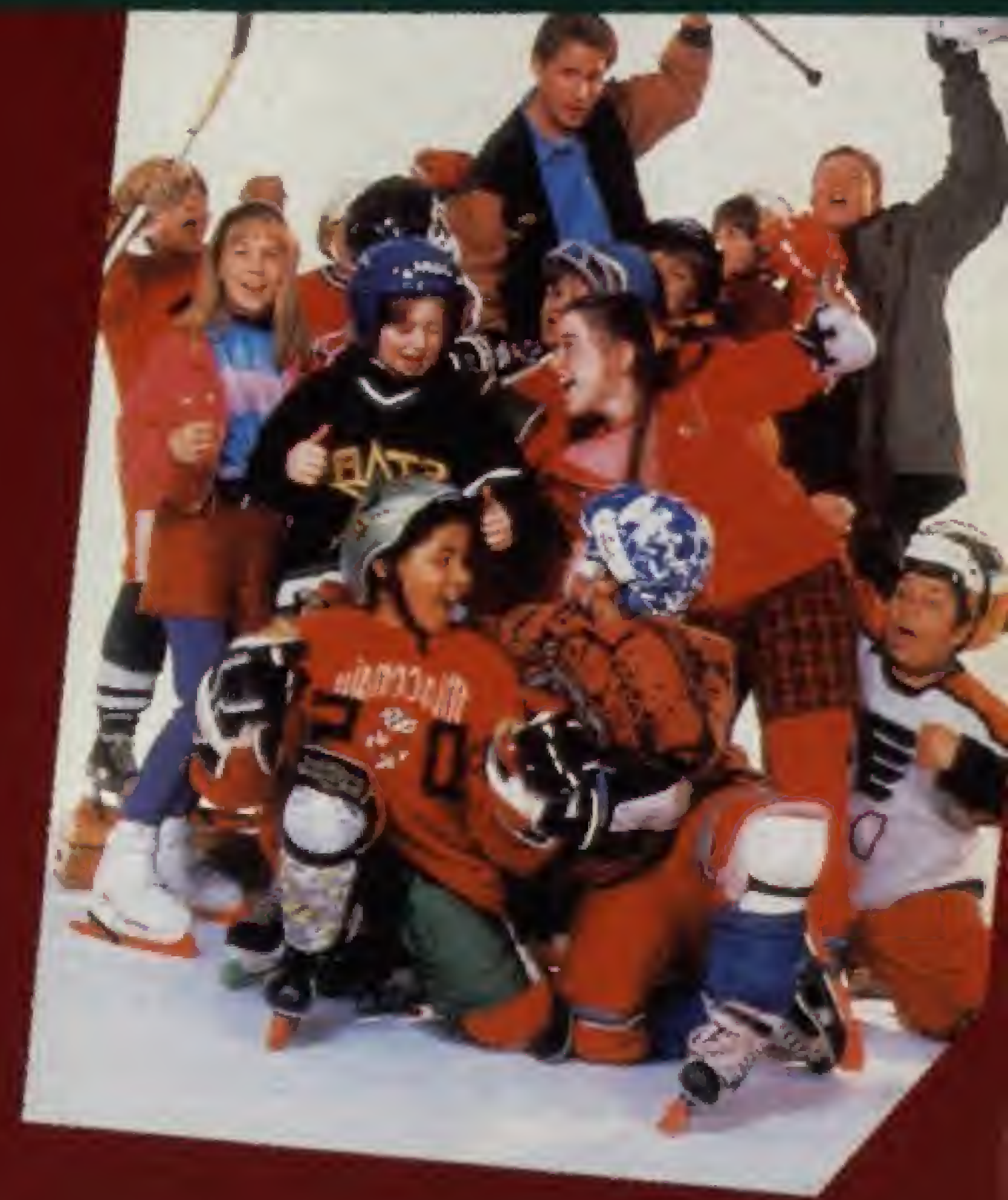
JOHNNY STECCHINO

Roberto Benigni is a well-respected name in the Italian film industry, and his latest work raises him to the Chaplinesque status of Producing, Directing and Starring in both the lead roles of this off-beat comedy.

Dante is a bumbling Roman bus driver who is blissfully unaware that his exact dou-



REVIEWS



ble is the infamous Mafioso Johnny "Toothpicks". The story develops all the manic confusion of a classic French farce as the beautiful gangster's moll lures Dante to Sicily to take the rap for the real criminal, with the simpleton bus driver convinced everyone on the island wants him dead for his habit of stealing bananas!

The direction meanders and the action looks staged, but it's so nice to see true comedy the old fashioned way, without Hollywood, bikinis or Steven "Tosser" Spielberg and his special fx factory.

This is raw, so if you can handle subtitles, pack your violin case and hit the theatre!

3 1/2

Brendan Crane

CHAMPIONS

Rick Bombay was a child prodigy Ice Hockey player until he screwed up at the eleventh hour. He ran away from his failure by becoming the most cynical, yuppified bastard of a lawyer Minneapolis had ever seen.

His worst nightmare comes true when he is busted driving under the influence, suspended from his law firm and forced to do community service coaching the crappiest team in the hockey comp. A team he used to dominate!

It all sounds dandy until you realise you've watched basically the exact same story about baseball, football, croquet, dwarf throwing and a dozen other sacred American pastimes on a dozen other occasions.

The one big difference, however, is Emilio Estevez whose inimitable wiseass style makes you so glad they couldn't afford Michael J. Fox!

There are a lot of morals about winning, losing, playing fair and a great new word called Puck which sounds really rude if you say it fast. So take your little brother to see *Champions* (if you get paid enough) and check out Emilio Estevez in his other excellent flicks, *Repo Man* and *Young Guns*. **3**

Brendan Crane

SNEAKERS

As college students in the 1960's, Martin Bishop and his friend Cosmo stood on the edge of the electronic frontier. They were computer pranksters who wired donations from the Republican Party to the Black Panthers.

Twenty-five years later, Bishop (Robert Redford) has found his niche in the information age. He heads a team of high-tech experts (aka Sneakers) who are hired to penetrate systems and test their security. They'll read your mail, bug your office, listen to your phone calls, access the contents of your computer, videotape your meetings or break into your bank. In other words, no more secrets.

Although Bishop and his colleagues have questionable pasts, their complementary skills have made them a formidable team. There is Crease (Sidney Poitier), a 22 year veteran of the CIA, terminated in 1987 for an apparent "personality conflict". Carl (River Phoenix) who once broke into his school's computer to change a grade....and gave himself a scholarship. Mother (Dan Ackroyd) has done 18 months at Dannemora Pen for breaking and entering. There isn't a gadget in the world that he doesn't own or operate. Whistler (David Strathairn) is an audio genius whose blindness had blessed him with a genius for sound. And last but not least, Martin Bishop... the boss.

When two government agents threaten to expose Bishop and his colleagues unless they participate in a covert operation, the "Sneakers" enter a high stakes world where technology has become a brilliant but dangerous tool.

PET SEMATARY 2

"If there was even one chance in a million it would work, wouldn't you just want to try?"

When young Jeff Mathews' mother Renee dies in a freak accident, he and his vet father,



SNEAKERS COMPETITION

Thanks to CIC Video and Video Ezy we have 20 "Sneakers" collectors T-shirts to give away.

All you have to do is name one other film that River Phoenix has been in and send your answer on the back of an envelope to:

Sneakers Competition
Megazone Locked Bag 7
Rosebery NSW 2018



Chase, move to Ludlow, Maine. Ludlow is Renee's home town. It is also close to the infamous Pet Sematary. At his new school Jeff falls foul of the local bully and his only friend is Drew Gilbert. When Drew's stepfather recklessly kills his pet dog, the boys conduct a burial at the Pet Sematary, beginning a terrifying series of events.

Terminator 2's Edward Furlong and Top Gun's Anthony Edwards star as son and father who unleash awesome forces beyond their control in this horrifying tale of death and resurrection. Like all sequels it doesn't quite make it up to the standard of the first, but all horror fans should be rushing to get this one.



LEAP OF FAITH

Steve Martin (Reverend Jonas Nightengale) and Debra Winger star in this story of a touring revivalist ministry that rakes in dollars promoting miracles and wonders in a roadshow which features impassioned sermons and rousing gospel songs. He's a slick talking, fast walking evangelist who brings his audiences hope and, in return, relieves them of some of their cash.

Appearing with his choir, the Angels of Mercy, Nightengale has the ability to make people see the unseeable, speak the unspeakable and believe the unbelievable. He knows how to work a con, how to work a crowd, but can he really work a miracle?

Determined to turn a profit in the backwater town of Rustwater, Jonas and his business manager Jane (Winger) find their efforts complicated by the Sheriff who's a definite non-believer, a sceptical local waitress and her younger brother. It would take a miracle for Jane and Jonas to have faith in anything other than their ability to deceive and bamboozle, but miracles can happen.

OUT ON A LIMB

Matthew Broderick stars in this outrageous comedy from acclaimed film-maker Francis Veber. In the midst of negotiating a multi million dollar deal, hotshot Manhattan stockbroker Bill Campbell (Broderick) receives a call for help from his young sister who's convinced her stepfather is up to no good. Bill reluctantly agrees to stop by the small logging town of Buzzsaw to calm his sister on his way to completing the deal. But as soon

VIDEO

REVIEWS

as he arrives in town, he's kidnapped by Sally (Heidi Kling), a pistol packing red-head who leaves him without his car, his pants, and his wallet containing a phone number worth \$140 million.

His attempt to retrieve the wallet and save his sister lead him to bizarre encounters with two simple-minded backwoods brothers, two inexperienced and insecure policemen, and his sister's near-sighted stepfather (Jeffrey Jones), whose evil twin brother is trying to silence both Bill and Sally permanently.

How Bill manages to retrieve his possessions and find true love makes "Out on a Limb" a hilarious, fast-paced adventure.



COMING SOON

- RAPID FIRE
- MO MONEY
- CHAPLIN
- THE BODYGUARD

REVIEWS COMPILED BY
STUART SLATER



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REX, WE DON'T HAVE TIME FOR THEM!

HURRY UP - THE MUTANTS ARE TRYING TO GET IN!!



I DON'T WANT BIDDLE TRUNT USING THESE DRONES AGAINST US.



MIN - IS THE WINDOW SET TO LOCK BEHIND US?

YUP - IT'S READY!



OK, XPEERS LET'S GO!



HEY! THEY CAN'T DO THAT - NOT FAIR!!

OW-OW-DON'T DO THAT!

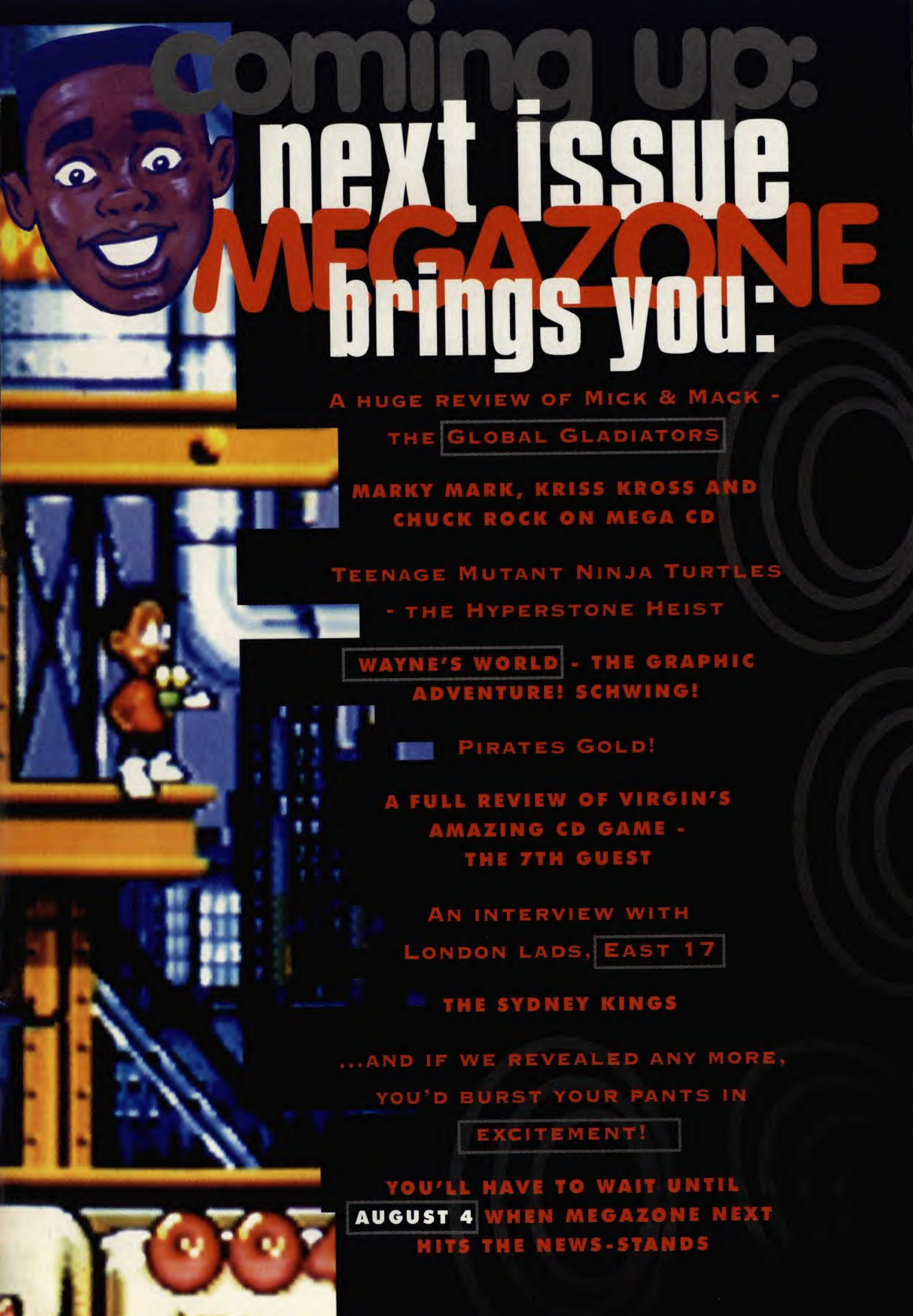
BYE - I'M OFF!

HEY - THA' OPENING AIN'T OPEN NO MORE!

GOSH - JUST WHEN WE WERE BESIEGING THEM.



TO BE CONTINUED....



coming up:

next issue

MEGAZONE

brings you:

A HUGE REVIEW OF MICK & MACK -
THE GLOBAL GLADIATORS

MARKY MARK, KRISS KROSS AND
CHUCK ROCK ON MEGA CD

TEENAGE MUTANT NINJA TURTLES
- THE HYPERSTONE HEIST

WAYNE'S WORLD - THE GRAPHIC
ADVENTURE! SCHWING!

PIRATES GOLD!

A FULL REVIEW OF VIRGIN'S
AMAZING CD GAME -
THE 7TH GUEST

AN INTERVIEW WITH
LONDON LADS, EAST 17

THE SYDNEY KINGS

...AND IF WE REVEALED ANY MORE,
YOU'D BURST YOUR PANTS IN
EXCITEMENT!

YOU'LL HAVE TO WAIT UNTIL
AUGUST 4 WHEN MEGAZONE NEXT
HITS THE NEWS-STANDS

Your sexy saggy soothsaying sage, Madame Mimi; and her most heinous assistant, Spooky Ted. Ah ha ha ha ha ha ha ha ha ha ha!

Hello, my little victims... I mean faithful followers... and welcome to another load of astral gazing, trashful lazing, and cash trailblazing (send in those \$\$\$ to Mimi now for a personal horrorscope)!

This month Spooky Ted (my personal assistant and runty little secretary) gave me a gorgeous letter from Mrs Mills, the 'prudish parent' of Ryan and Brett, objecting to the 'smut' in this column! Imagine! So, Ryan and Brett, and anyone else under 16, stop reading now and go to your rooms. While you're at it, you'd better stop watching TV, going to movies and playing those nasty computer games. In fact, why don't you all just stick your ugly heads in paper bags for the rest of your lives!

There... I'm glad I got that off my chest... now if I could only get Ted off it, too... Ted! Get down!

Until next month, my little friends, may your heads always be in the stars... and may your stars always be in Uranus.

Madame Mimi xxx

STAR SIGN OF THE MONTH



CANCER

22 June - 23 July

Cancer just happens to be the sign of my ex-husband, Malcolm Starperson... I predict that Malcolm will rot in hell for all eternity because of the way he ran off and left me for that bimbo Charlene.

In accordance with his star sign, he will also get attacked by a bad case of the crabs (and so will Charlene). Happy birthday, Mal... and all you other Cancerous growths.



AQUARIUS

21 January - 19 February

When the moon is in the seventh house, and Jupiter aligns with Mars Then peace will rule the planets... and if you believe this crap, then you're galahs.



Pisces

20 February - 20 March

This month you will feel low, start to worry about your pathetic life and doubt the worth of our own existence. That's right... you will have a mid-life pisces.



Aries

21 March - 20 April

You have a strong personality, a strong sense of self-worth... and a strong smell emanating from your armpits. Get some deodorant, stink bucket!



TAURUS

21 April - 21 May

This month you will always seem to be putting things off. You are a very off-putting person. Get a life, you big fat bull!



GEMINI

22 May - 21 June

New things are in store for you this month. In fact, they're in the department store... on the second floor, in the underwear section. My, that bra looks lovely on you!



Leo

24 July - 23 August

I see fame and fortune coming your way... and then making a U-turn and going off in the other direction. Suck the big one, loser!



Virgo

24 August -

23 September

This month sees a lot of change in your life... and a lot of change in your pockets, because you sure ain't got any bills, you poverty-stricken troll.



LiBra

24 September -

23 October

Friends will mean a lot to you this month... pity you haven't got any, you complete dag!



SCORPIO

24 October -

22 November

This month, you will receive an unexpected shock one morning... when your little brother throws an electric eel into the bath. Fry, sucker!



SaGittarius

23 November -

22 December

You know what they say: Patience is a virtue, possess it if you can. Seldom in a woman, never in a Sagittarian.



CaPRICORN

23 December -

20 January

The only star sign with any hope! As usual, you will be gorgeous and brilliant. (Have I ever mentioned that Madame Mimi is a Capricorn?)

TAKE COMMAND

WAR IN THE GULF

THE LONG AWAITED SEQUEL TO THE AWARD WINNING TEAM YANKEE & PACIFIC ISLANDS

1995...The Iraqi Republican Guard have overrun the oilfields of Northern Kuwait. War in the Gulf follows the fortunes of a crack unit of M1 tanks as the action unfolds.

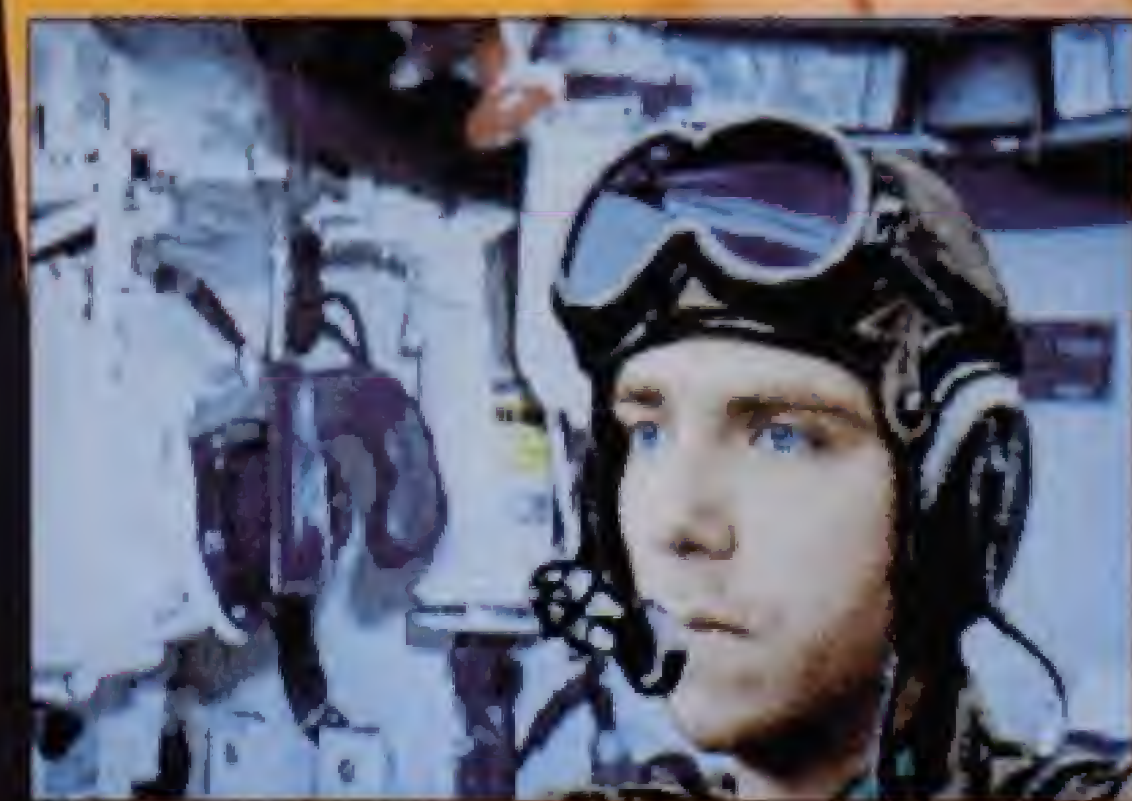
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PAUL GLANCEY
Megatech (UK)

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year left and I can
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game of the year! ”

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